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N-FORCE

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Street Fighter II scorcher: massive exclusive new pictures ■ PLUS The N-FORCERs as you've never seen them before!

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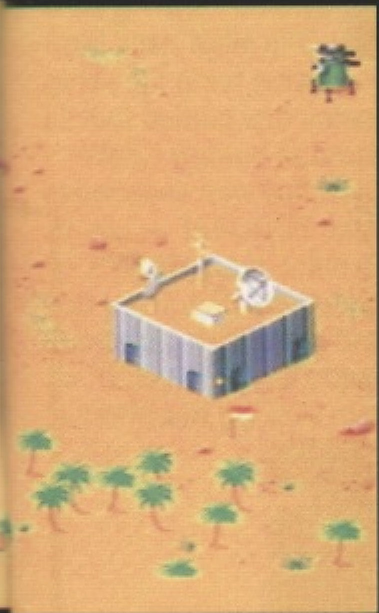
£2.25 No.6
December 1992

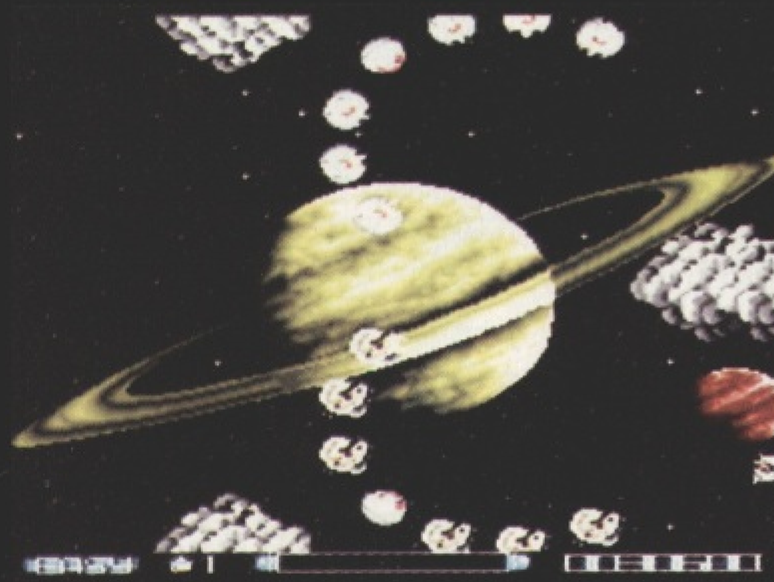
Aaargh! BART'S NIGHTMARE

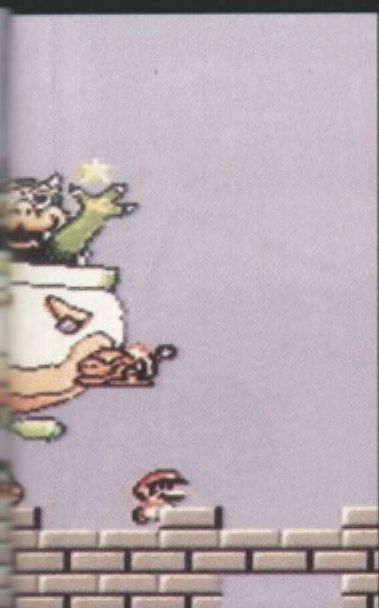
Robocop 3, Super SWIV, Addams 2
EuroDizzy, Krusty's Fun House, Action in New York
Tip Off, Pop Up, Rodland, Super Off Road

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TO LOSE

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And when it comes to prices you'll find that ours are of the rock bottom, not rip off, variety.

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How can you say no?! It's bigger, it's brighter, it's tastier and it's N-FORCE — 100 non-stop pages of game-busting, mouth-watering action! Now with more new releases, hot pictures, tips, prizes and free cover stuff — it's brought to you by the gang who love playing games — the N-FORCErs. So dig in and have some fun — it's all yours...

MEET THE GAME FIENDS!







N-FORCE is an independent magazine from Europress Impact Ltd, Ludlow, Shropshire, SY8 1JW
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Cover by Oliver Frey

Doug 'Oz' Green, Editor
Cold beer, Kylie and Jason, vegemite on toast and girls with great suntans — why the heck did I leave all that behind and come here from Oz?

Well, I wanted to broaden my horizons, experience new cultures, and play *Street Fighter II* all day — N-FORCE has given me this (well, the *SF II* bit anyway). Little did I realise when I arrived that you English have 1000 ways of cooking chips, hundreds of different types of cider but no word for 'G'day!' Still, I'll cope. Oh, yeah. My fave game is *Tetris* and my fave mag is N-FORCE!

See ya...

Nick 'Shades' Roberts, Deputy Editor
This is me, Nick. Not Shades as I was nicknamed after earning a black eye playing *Street Fighter II*! I'm a big fan of the Pet Shop Boys and can usually be found down the local record shop spending pots of cash — perhaps that's why I'm always skint?

Favourites of the moment are *Zelda III*, *Dizzy* and *Super Mario Kart*. And of course the all-new N-FORCE! It's the best thing since Blake and Meg got together in *Home & Away*! Sorted!

Carl 'Gunns' Rowley, Staffer
Chuff me, chums, is this one cushy job or what? Here I am in a comfy chair listening to some wicked Techno-Rock by those Canadian demi-gods, Rush, while the other dudes in the office are running around doing work 'n' stuff. None of that malarkey for me! These guys have definitely got it in for me — is it my fault I'm a tall, blond, blue-eyed chap, cast in the classic heroic mould? For now all you need to know is my judgement's infallible and I've got the intellect the size of a small celestial body.

Signed photos available on request.



Photogrpahs by Malcolm McKay

Charlie 'Chip' Chubb, Designer
Cor blimey! They've actually let me write a piece to go in the mag!

I'm the chappy who makes the mag all those pretty colours and sits here to God knows what time in the morning doing it! (Oy, oy!—Ed)

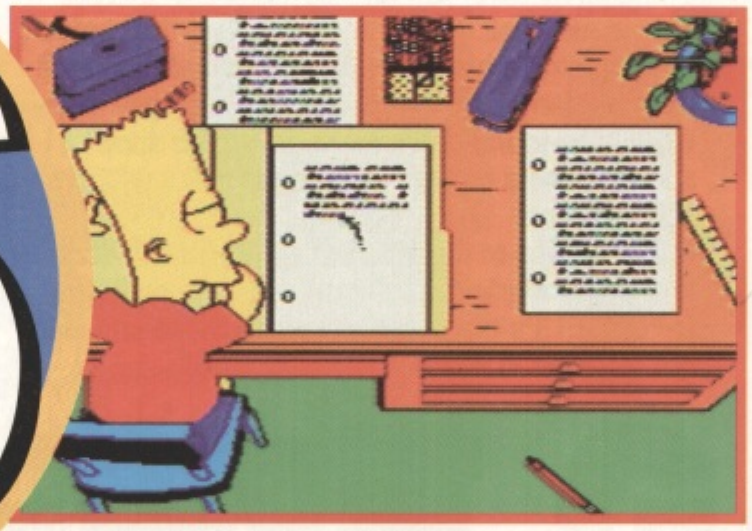
I'm a mountain bike fanatic and often dabble in the odd game of hide the thimble. Faves include: *Street Fighter II*, *Super Mario Kart*, *Top Gear* and all those sweets my girlfriend bought for me when I was working late... Ta.

Chris 'Ace' Rice, Staff Writer
What do I like? Red Ferraris, mushy peas, Gazza, Baywatch, Morrissey, chocolate hob-nobs, my job, Newcastle Brown, Mario, Neneh Cherry, all my mates, John Barnes' free-kicks, rain, Kylie Minogue, pay-day, Rugby League, *Street Fighter II*, my lovely girlfriend (creep creep), chips, steak 'n' kidney pudding and gravy, 1966, R.E.M, my mum, dad and bruvver, Friday night, Levis, Curry, N-FORCE, fresh cut grass, the number 3, white chocolate, Capcom games, Manchester — confused aren't I?



#6 Line-up

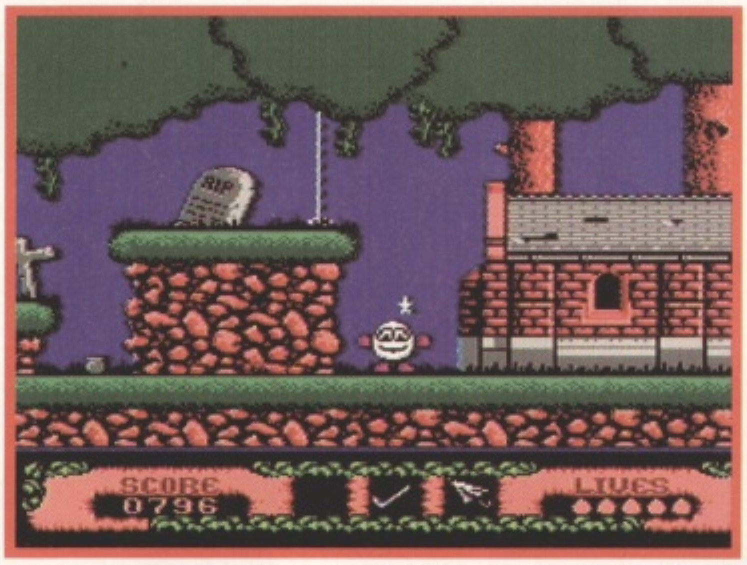
Game busting action for December!



Bart's Nightmare

SNES

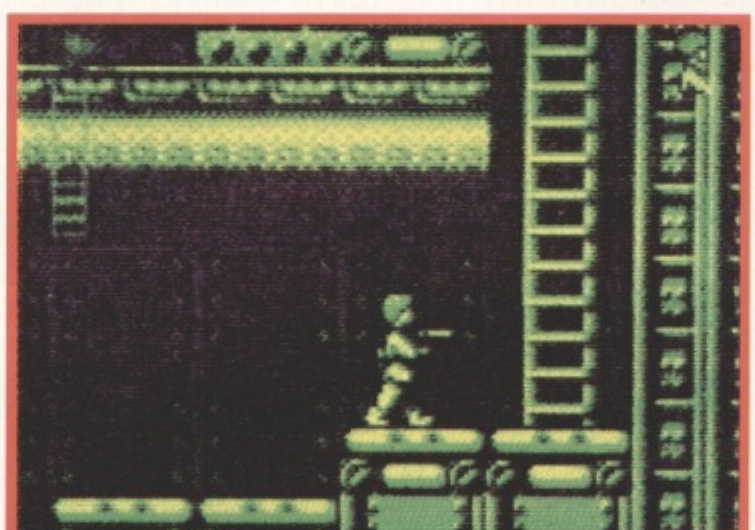
The cheeky chappy with the yellow hair-do bursts onto your Super Nintendo with a weird and wonderful dreamworld to be explored. Sleep walk over to **Page 16**!



The Fantastic Adventures of Dizzy

NES

Enhanced for the European market with faster movement and improved puzzles, Dizzy returns to the NES on **Page 32**. Trundle over to **Page 24** for an exclusive compo too!



Star Wars

BOY

Use the force! The N-FORCE that is, for a look at the game based on the hit George Lucas movie. Luke Skywalker and friends are waiting eagerly by their Game Boys on **Page 36**. Go on, give that Death Star the gold ol' one two for us!

Features!

Regulars!


WARNING! Puff the magic Paintings!




The Yank Tank!



Super NES

NES

Game Boy

Coming your way

What's coming out in the next month or two? Need a ready-made Christmas list? Look no further cos it's all here!

Official Releases

NES

Batman (Return of the Joker)	On sale now	**£49.99**
Battletoads	On sale now	**£42.99**
Lemmings	December	**£42.99**
Mario and Yoshi	December	**£29.99**
Talespin	On sale now	**£39.99**
Tom and Jerry	On sale now	**£39.99**

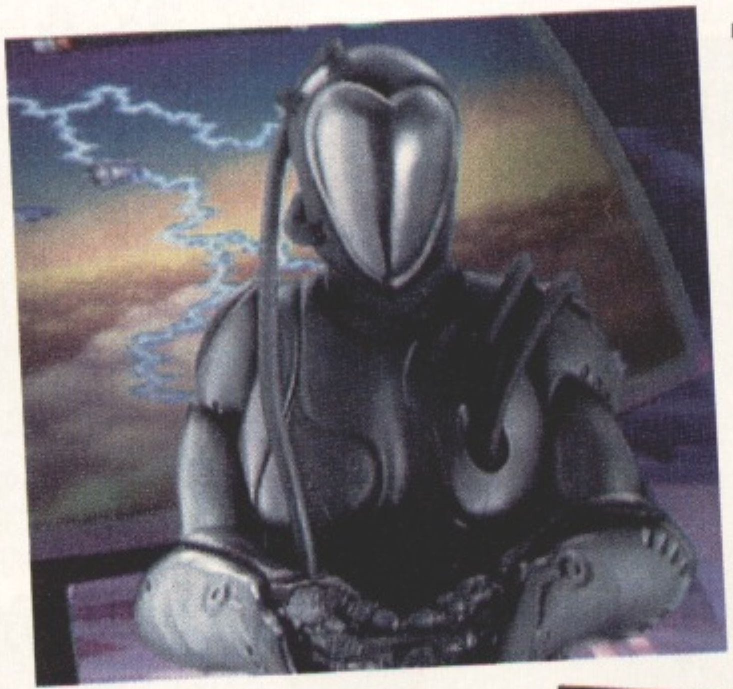
G-Boy

Batman (Return of the Joker)	On sale now	**£24.99**
Kirby's Dream Land	December	**£21.99**
Mario and Yoshi	December	**£21.99**
Metroid 2	December	**£21.99**
Paperboy 2	On sale now	**£24.99**
Super Mario Land 2	This month	**£29.99**

SNES

Dragon's Lair	December	**£44.99**
Joe and Mac	On sale now	**£49.99**
Robocop 3	This month	**£39.99**
Sim City	On sale now	**£39.99**
Street Fighter II	On sale now	**£64.99**
Super Mario Kart	Early January	**£39.99**
Mario Paint and Mouse	Early January	**£59.99**

These lists are estimates from the companies and therefore release dates may change between now and then. Remember these are official release dates in the UK — you can buy many of the carts earlier from importers advertising in N-FORCE.



The last word?

Keep your eyes glued to the TV set because **Nintendo's** new advertising campaign's hotting up. You've probably seen the wicked SNES ads (costing a cool £500k), and **Sega**'s already struck back with its Game Gear ad.

The Big N's set up a £15 million pre-Christmas spend that includes ads for all three formats plus a *Street Fighter II* version of the SNES ad, so stay tuned. Advertisements this good take ages, not Sega!

MC Mario rap

Yes, it's true! The fat Italian plumber we love (to hate) has broken into the music scene with a series of record releases.

As we speak, MC Mario's rappin' with *Super Mario Land* on radios all over the country — with a set of dungarees like that he's bound to set the house on fire!

But that's not all, the terrible trio — Stock, Aitkin and Watercloset (sorry, Waterman) — are going for the jugular with their release, *Playing with the Boy* (Game Boy, I take it!)

With the *Tetris* rave track (an Andrew Lloyd Webber production) bouncing around the charts, Mario was bound to be fairly close behind. We'll be buying one — what about you?





Seasonal suicide

There can't be any game format left in the world that hasn't been invaded by those little white blokes and blokesses with green mops on their heads and blue dungarees. With the release of *Oh no! More Lemmings* on the SNES just around the corner, **Ocean Software** has turned up with NES and Game Boy versions!

Let's go!

Pretty spanky they look, too, with highly-detailed graphics, bags of levels and more addictivness than a never-ending chocolate bar! Yum, yum!

Watch out for the full low-down on both versions of *Lemmings* in our bumper Christmas special next issue, the ideal companion on those cold winter evenings.



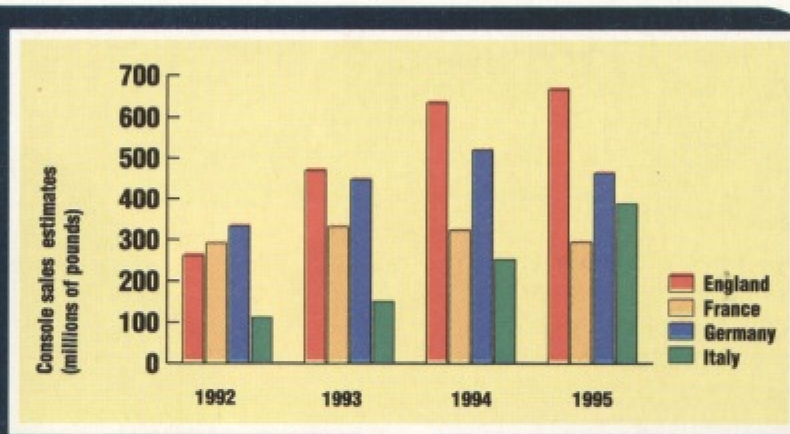
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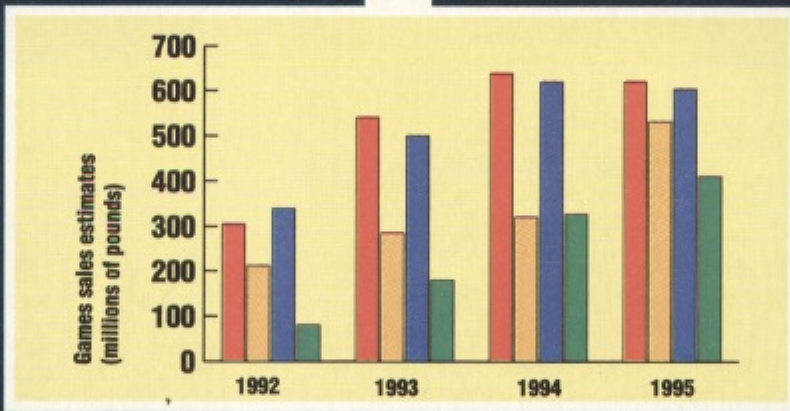
'Ere, did you know about £260 million worth of consoles will be sold in the UK by the end of this year? Or that £305 million of carts will pass into the hands of eager gamesplayers?

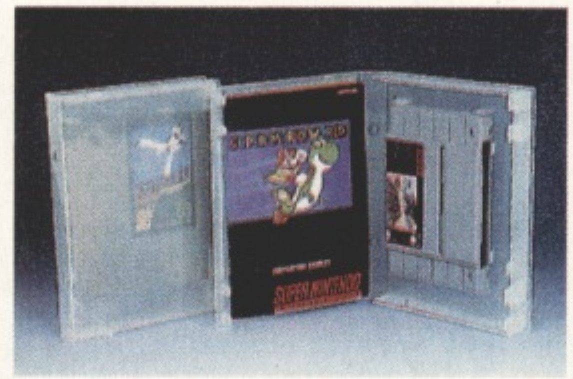
Figures from a recent survey show game fiends spend wodges of cash on their fave games — and don't have any plans to stop. The survey reckons in 1995 Brits will spend £620 million on games alone! (Almost as much as we make a month on N-FORCE!)

The bad news is the **Sega**/**Nintendo** battle. **Nintendo**'s more popular in France, but over here Sega's still in the lead. Still, let those Mega Drive owners enjoy being in front while it lasts — cos it won't be for long!

But what about our continental cousins? How many games do the Germans or the Frenchies buy a year? Check out the graph to see how the Euro-bods measure up to us fun-loving Brits!



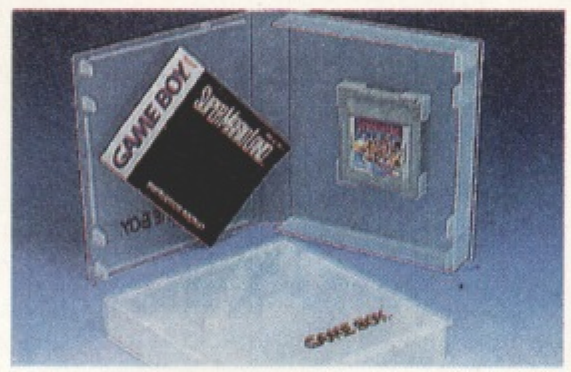




Box clever

New from **Boxtapes Unlimited** is a range of game preservers! These useful little chaps are manufactured from high clarity durable plastic and carry the official **Nintendo** seal of approval. Available for the NES, SNES and Game Boy, they come in packs of three or five, clear or rainbow coloured.

Prices vary from £3.99 to £5.99 depending on format and pack size. For more information contact Boxtapes on (081) 506 0323 and look out for more details in the next issue of N-FORCE.



Streets ahead

The UK version of *Street Fighter II* is here! At last you can play your favourite characters without the interesting-but-totally-useless Japanese script or the aid of a converter.

Bandai (Nintendo's arm in the UK) has rushed in 100,000 early copies of the game and hopes to sell 450,000 by January. The bad news is the price tag — £64.99 — but of course many will be sold with an SNES as a package for £159.

Bandai say the cost is due to it being the first 16 Megabyte cart and believes it's worth every penny.

For those who haven't played *Street Fighter II* yet, you're looking at probably the best game to hit the shelves this year.

It features amazing graphics and brilliant sounds, but best of all is the way it plays — it just like being there on the streets!

Price aside, this is one game you can't do without.

See the N-FORCE *Street Fighter II* tips special on pages 50–52 this ish.

A game a week!

The latest cart to come our way is the *Action 52*, which, as it suggests, contains 52 games for your NES. This may seem amazing but better still is the price — £69.96 — about £1.34 per game! It's just arrived in the office so look out for the low down in the next ish.

Action 52 is available from Dukes, 35 Market Street, Bridge End, Mid Glamorgan CF31 1RB or phone on (0656) 647949





IN A NUTSHELL

Street Fighter III?

Rumour has it *Street Fighter III* is on its way! Following the huge success of the *Street Fighter II* game on the SNES, programmers are now looking at putting a new and improved version together.

What can you expect? There's every possibility there'll be TWO female fighters (including the popular Chun Li) and the ability to play as the four end-of-level baddies!

You can't wait? Don't worry, neither can we!



Chun who?

Speaking of *Street Fighter*, did you know that Chun Li means Beautiful spring in Chinese? And Ryu, translated to Japanese, means Dragon. Sheng Leung, Ryu and Ken's fighting style, is in fact the Chinese name of the famous martial arts exponent Jackie Chan.

But here's the icing on the cake. The fearsome Blanka, famed for his fangs and ruthless attacks, is in fact called Jimmy.

Bob and the Boy

Our spies in Tokyo have spotted Bob Geldof, *The Big Breakfast* interviewer, shopping around the toy stores for a Game Boy as a present for his daughter Fifi!

We're pleased he's finally seen the light and are going to send him a complementary copy of N-FORCE. Nick's already working on a complete solution to *Tetris* as a special N-FORCE Christmas present for the Geldofs...

Games on the box

Oh my! The man from Auntie has got himself a console and elbowed a slot on the Beeb. As of January 8, a new video games program will appear on BBC 2 as a part of *100%*, (the 'yoof' magazine show, an element of *Def II*). The programme promises to focus on in-depth reviews with seven seven-minute slots and will screen on a bi-weekly basis. Good on yer, Auntie!

Plumber Power!

You've seen him in games, you've seen him on the telly, you might even have seen him in the flesh! But did you know that Mario is set to appear on hundreds of things this Christmas? There's no escaping him!

The grapevine to the N-FORCE treehouse has told us the cheeky Italian is set to appear on underwear, neck ties, skateboards, mugs, tablecloths, socks, slippers, bubble bath, calendars, comics, toothpaste, cakes, duvets, fizzy drinks, kites and doner kebabs. Okay, so we lied about the kebabs, but he sure is gonna be busy. I'm looking forward to a very Marioesque Christmas!

BELOW: It's Mario, Luigi, Princess and Co. on a jigsaw puzzle stuffing themselves with pasta! See our feature on the little fat Italian next Ish!





Samantha Mathis, who is set to play Daisy opposite burly Bob Hoskins in the *Super Mario Bros* movie. The 21-year-old has just finished her latest movie, *Pump Up The Volume* with Christian Slater.

Mario Mario?

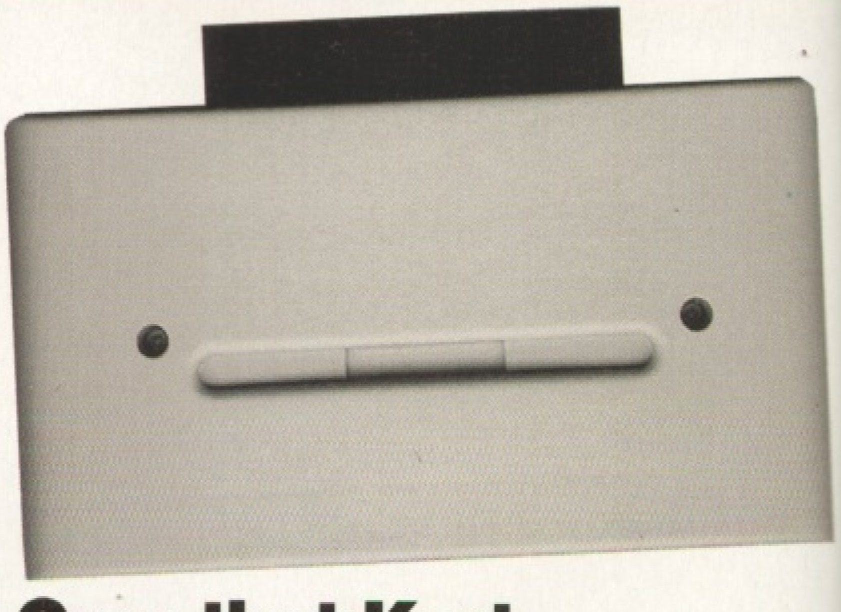
What's in a name? Obviously a lot — or at least **Nintendo** think so. They've named our hero (he of tash and dungaree fame) with the same monica for both first and surnames! Yep, it's official, Mario Mario and his brother Luigi Mario are the stars of the summer '93 blockbuster film, *Super Mario Bros*.

The plot's a little like this: 65 million years ago, a meteorite hit the Earth creating a parallel world called Dinohattan. King Koopa — a direct decendant of Tyrannosaurus Rex — needs a piece of the meteorite which the heroine, Daisy, wears in a pendant, to merge the two worlds and rule both! Mario and Luigi are sucked through a wall of rock as they attempt to save her — oo-er!

Needless to say, the brave bros storm Koopa's tower to face all sorts of nasties!

With the hype and popularity of the little Italian hero, the *Mario* film's sure to be BIG. Due out early-ish next year, N-FORCE will keep you up to date on all the gossip. Can you afford to miss it?

There are plenty of big names in the *Mario* film including Bob (*Mermaids, Roger Rabbit, Hook*) Hoskins as Mario, Samantha (*Pump Up The Volume*) Mathis as Daisy, David (*Blade Runner*) Snyder — designer, Barry (*Rain Man*) Morrow — screenwriter, Ed (*Bill and Ted*) Solomon — screenwriting revisions, Dean (*Dances with Wolves*) Semler — director of photography.



Cure that Kart

Having problems with *Mario Kart* on your UK SNES? Worry no more because new from **Krazy Konsoles** is an adaptor allowing you to play imported versions without the horrible glitching you get with other adaptors. Retailing at £12 it's the best bit of Krazy Konsole kit for your *Kart* cart.

For more information call Phil on (0422) 342901.

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MEGA CD ROM (PAL) + 1 GAME + PSU	330.00
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SEGA MEGADRIVE + PSU + SONIC II + OLYMPIC GOLD	130.00

Item	Price
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NES

Is it dying, or will it live?



Less than four years ago it was the king of consoles — bringing top games like *Megaman* and *Super Mario Bros III* to thousands across the UK. So what happened? Why is it so hard to get good games now, why are they so expensive, and why doesn't anybody seem to care about the NES anymore?

Over the last few months we've been deluged at N-FORCE. Literally hundreds of you have called or written on one subject alone.

What is it? Offers of English-Australian translators, readers wanting to know where Doug gets his hats? Neither. The question that's got you all fired up is:

'Is the NES about to die out now the SNES has gate-crashed the party? Will there be more, less or the same number of games, and how much will they cost?'

We thought it was time to find out, so we put on our best journalistic caps, wore out some shoe leather and ran up an enormous telephone bill to bring you the facts.

There are around 860,000 NES decks in the UK and more than 500 games available. Unfortunately, the majority are still in the £35-£40 price range, with some — *Star Wars* and *Batman*, for example — selling at £50.

The NES game deck with two controllers and one game has recently undergone a price cut to £59.

Will software prices be brought into line — it's absurd when a game costs almost as much as your console — or will they remain high?

Budget carts

According to the companies, prices should drop. **Bandai** (Nintendo's arm in the UK) is bringing out 24 budget NES titles, including classic games, in time for Christmas, some as cheap as £12.99.

Yvonne Odell, PR representative for **Bandai**: 'Some games take a team of designers and programmers up to two years to complete. That costs money and it has to be recouped.

'Quality and value for money are also important considerations. Good games can keep you playing for months and are worth the initial out lay.'

Codemasters, known for their 'more for less' approach, is tackling the price problem by finding cheaper ways to make carts. The Christmas launch of the Plug-Thru device will help bring games such as *Dizzy* and *Micro Machines* down to a more affordable £29.95.

But still the greatest fear is that with SNES competition and high prices, developers will lose interest and quit the 8-bit scene altogether.

The big question

So the question in everybody's minds is — will the NES live?

'It's still very strong,' says **Sixte Denuelle**, Managing Director of **Infogrames**. 'We'll continue to produce strong titles for it.'

Frazer Townley of **Comet** and their Gamesmaster Zones added: 'It's a very attractive product for the younger audience. The NES isn't dead — it's alive and kicking!'

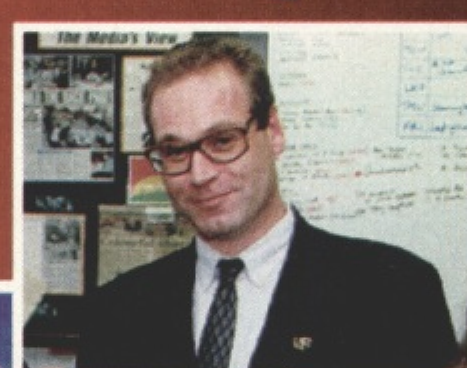
In the end it comes down to game prices. There are plenty of NES fiends always looking for new carts, but will the companies keep trying to bring the prices down and therefore keep the market humming?

We hope so.

CARL

What the companies say...

Frazer Townley, Comet's Gamesmaster Zones
'We give each system equal support and the NES is no exception. Of course it will decline but I see it becoming the family toy of the future, not unlike Monopoly and Cludeo.'



Sixte Denuelle, Infogrames' Managing Director
'The NES is still very strong. We'll continue to produce strong titles to ensure the user gets the best deal possible, and plan to expand our distribution network to include music



What you say...



Matt Thompson from Staffordshire
My local Dixons has almost stopped selling NES games and they used to stock a lot. Budget games are a good idea but only if the quality doesn't get lower. I wouldn't buy a crap game even if it was cheap.'

Michael Dell from Berkhamsted
'I'd like to see prices cut, even halved. It's not on to expect young kids who have to use their pocket money or rely on their parents to buy games for them. I'm fully employed and I find the games far too expensive — why?'

Phil Millard from Penn
'Nintendos are hot and Segas are not, the games are most excellent! But no way can those smegheads get away with ripping off all the cool owners out there. Get it together, dudes, so we can all party on!'

stores as well as the more traditional outlets.'

Nick Early, Virgin Retail
'The NES seems to be as strong as ever — it's more than able to hold its own. It's not going to die — there are just too many users out there.'

Richard Eddy, Code Masters
'The SNES is the big brother and, like all big brothers, makes the little one look bad from time to time. But it will look after him in the end.'



Comet's Gamesmaster Zone (pictured left) — the latest thing in video game retail — still plans to continue its support of the NES.



Gunns' Garbage

The 5th of November — the time to bear in mind that cold is God's way of telling us to throw another Sega gamer on the fire!

I've been taking a bit of R & R at the N-FORCE caravan park, performing vital hospitality work (propping up the bar) and sharing a bottle of Old Rogers Bowel Basher (meths) with Nick.

Then the phone rings from Pinjarra, West Australia! Population 1000, more dairy cows than you can waggle a Wallaby at an' two pubs. N-FORCE Ish 1 turned up and they called to say how brill it was. Good on you guys in the Exchange! Doug says sink a cold one for him!

Enough of this, let's get down to the goss. It transpires a small omission was made last ish due to circumstances beyond our control (a liquid lunch). The golfing games were supplied by those nice Zonetec people. Anyone interested should call Sharon on 081 503 5875.

Rumours are flying about the UK version of *Street Fighter II*! They say it's different from the American and Japanese versions! More when we've had time to check it out.

Well, that's it. Join me next month for 'Who's round is it anyway?'

N-ratings explained...

Regulars! 99

SNES

Reviewed! 99

NES

Reviewed! 99

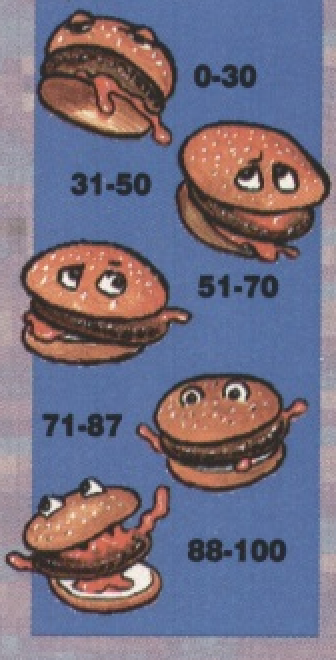
Game Boy

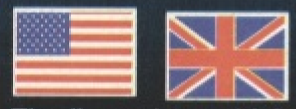
Reviewed! 99

Tips! 99

Featured! 99

Doodle burgers
Yum, yum, yum! They love the hot games, but start feeling very queazy at those not coming up to scratch!





The flags show which version we tested! (SNES only)



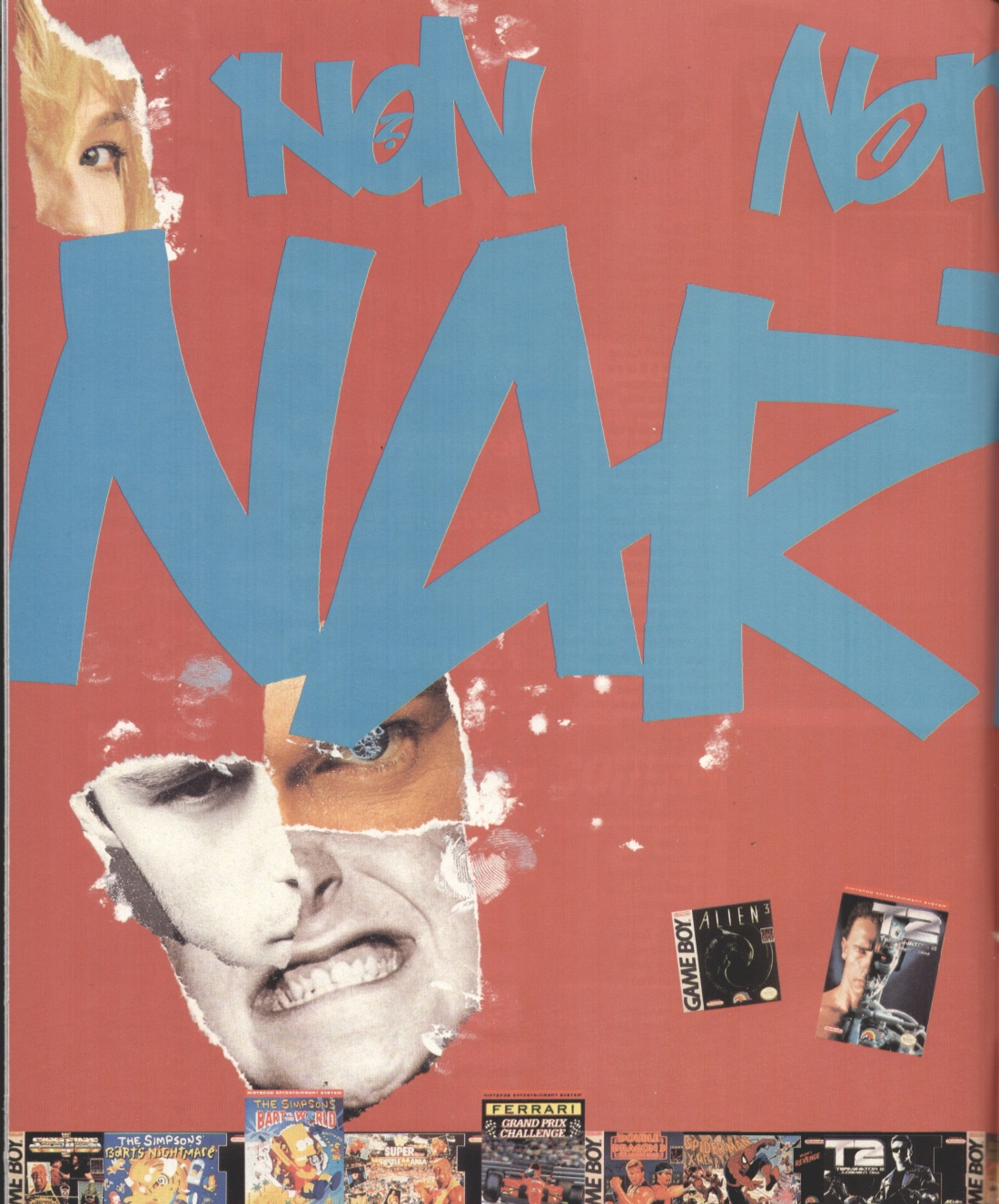
VISUALS:
How the game looks in terms of sprites, title screens, scrolling and backgrounds.

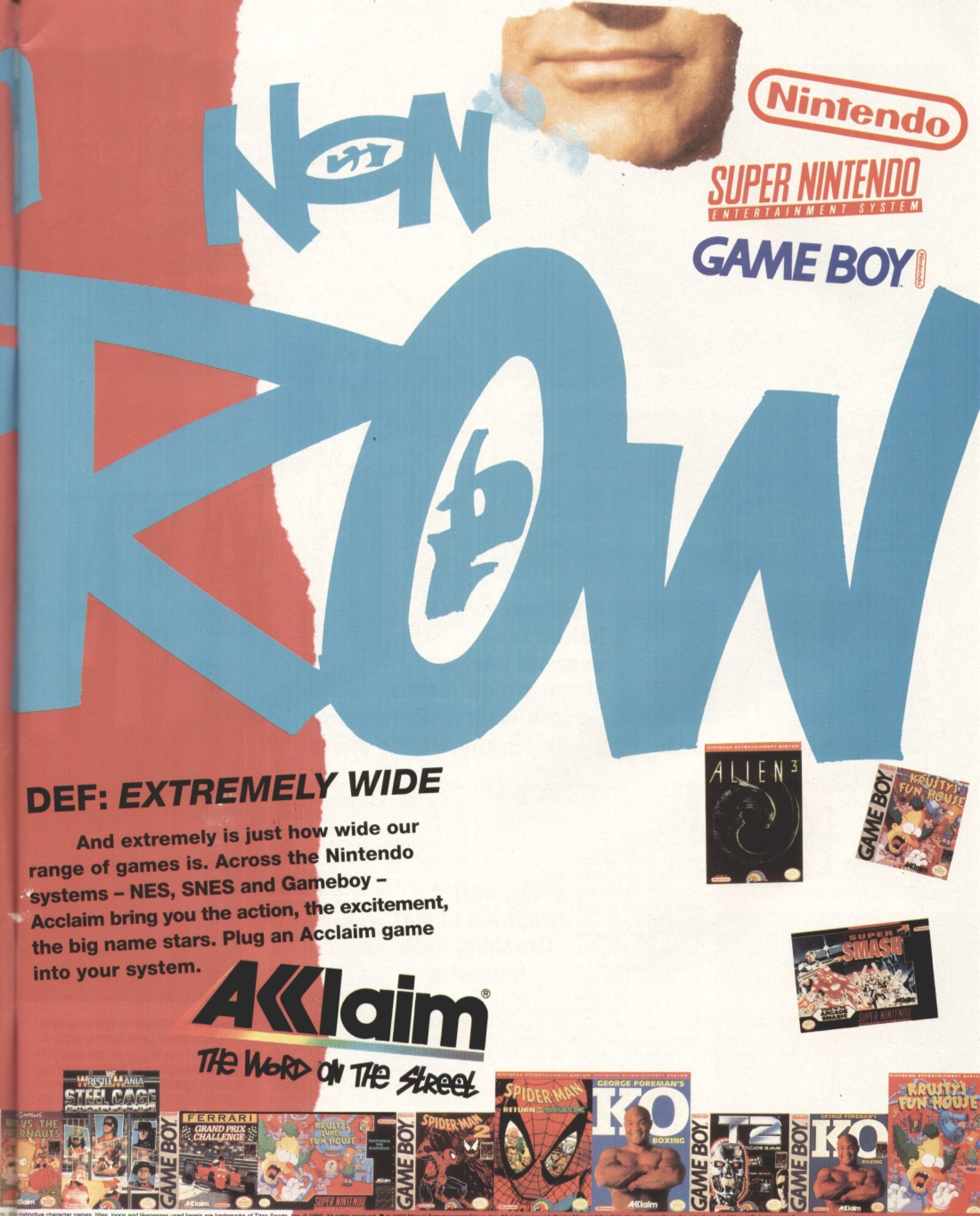
SONICS:
Music and sound effects — and whether they are suited to the game or not.

PLAYABILITY:
Indicates if the game is easy to get into and understand, and how difficult it is to play.

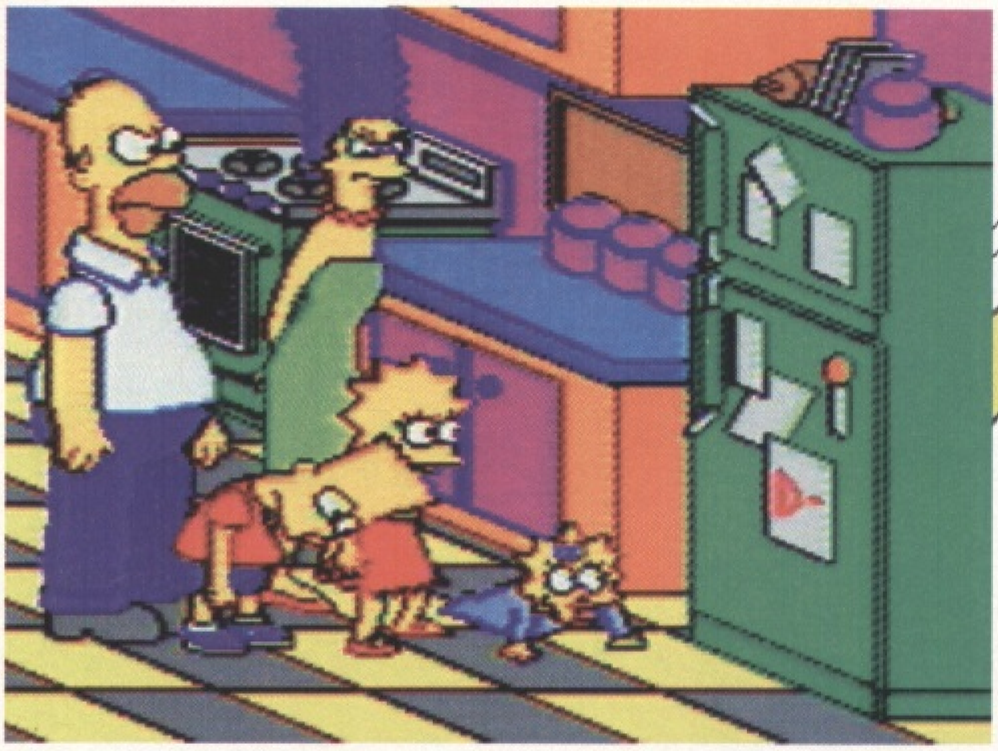
LASTABILITY:
Does it offer a strong challenge and does it hold your interest? How addictive is it?

VISUALS:
The overall rating of the game — an average of what both reviewers though of it.


NON
NON
NAR
ALIEN 3
GAME BOY
T2
THE SIMPSONS BART VS THE WORLD
FERRARI
GRAND PRIX CHALLENGE
THE SIMPSONS' BART'S NIGHTMARE
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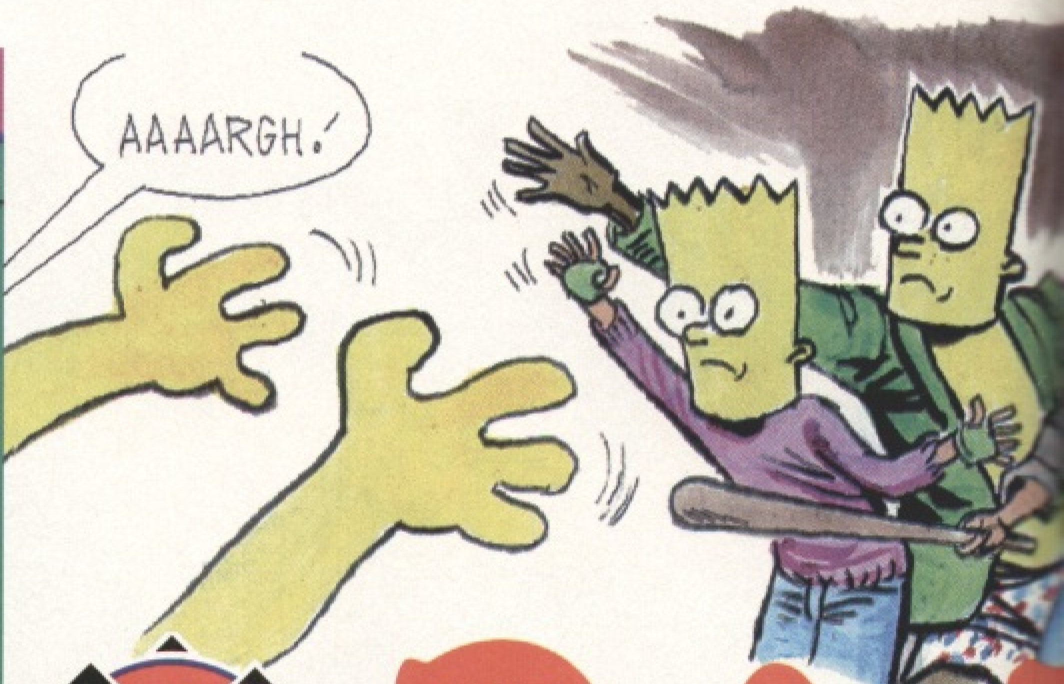
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FERRARI GRAND PRIX CHALLENGE
SPIDER-MAN 2
SPIDER-MAN RETURN OF THE SINISTER SIX
GEORGE FOREMAN'S KO BOXING
T2 THE ARCADE GAME



What a dunce! The whole family is disapointed with Bart's efforts. Even Maggie could do better!



Screech! If you're not careful that bus will squash Bart flat!



BA NIGHT



Attack! Attack! It's Scratchy from the famous TV show. Smash him on the bonce!



A yellow-haired ten-year-old having strange nightmares, and NICK on a skateboard eating his own shorts. What's going on?!



Nightmares are terrible things. They scare the wits out of you, make you wet the bed and if you happen to be one Bart Simpson, they send you into a spaced-out crazy world — inside your head!

Life's hard when your ten. Bart never pays attention in class so always gets lumbered with piles of homework. It's while scribbling away at his books that Bart falls into a deep sleep and dreams all his homework pages have flown out of the window! He chases after them to find himself in Windy World, an odd place with some strangely familiar characters!

> **"The cartoon graphics of Mat Groening look fantastic"**

Who's got the wind?

Windy World is set on a main road. A dangerous place with walking post boxes, maniac buses, three eyed fish and Lisa fairies. Bart trundles along but contact with any of these creatures has a strange effect on him. Lisa turns our hero into a frog, saxophone notes make him moonwalk backwards and contact with any of the roaming letter louts sends him flying. There's even a mad granny that tries to kiss young Bart making him cough and splutter!

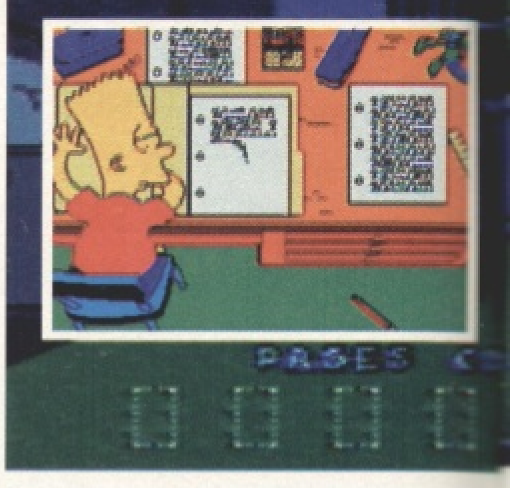
Pages of homework are littered about the Windy World and collecting them isn't as easy as you'd think. Bart has to jump on the pages and is then catapulted into even stranger situations!

Homework horrors

Each of the eight homework pages has its own sub-game to be played. These games explore the strange mind of Master Simpson to the full. Bart Man appears in a flying level with attack planes, Krusty balloons and nuclear clouds to be dealt with. Itchy and Scratchy (the famous cat and mouse cartoon duo) appear with mallets and rocket launchers to give Bart a hard time. Indiana Bart goes for a romp around a temple with only a whip to save him. Armed with nothing but a pump Bart has to pop the bacteria in his blood stream and Godzilla Bart has a wrecking time stomping over a nuclear city.

Pop that balloon and watch the suckers fall to their doom.





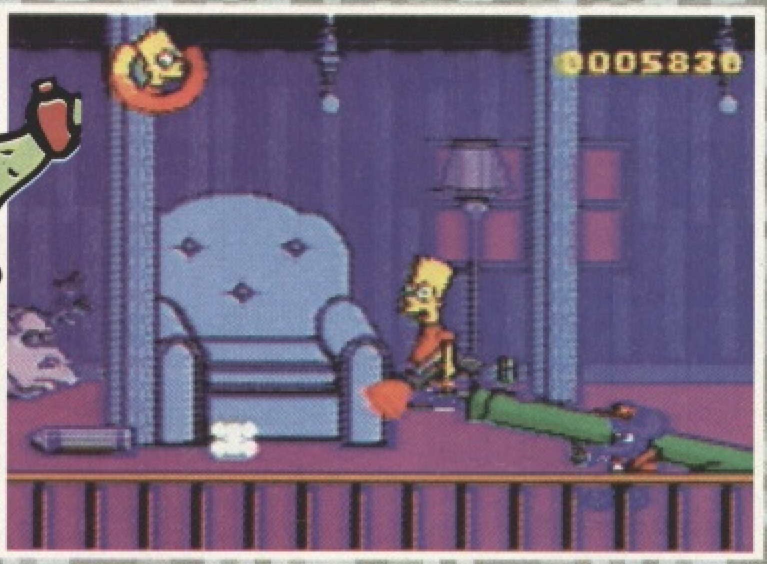
The cartoon graphics of Mat Groening look fantastic on the SNES and *Bart's Nightmare* include many new and weird characters which I hadn't seen before. Playing the game is like walking into a cartoon, there are





Aye caramba! Bart's SNES adventure is every bit as much fun as the legendary cartoon series. Retrieving his homework pages means completing the main level and the numerous sub-levels. The cartoony graphics and brilliant sampled speech give the game loads of character — the root beer burps are so real you can almost smell them! Whether you're a Simpsons fan or not, this is a great title that's bound to be a Christmas smash. Definitely one to nag mum and dad for! **CHRIS 88%**





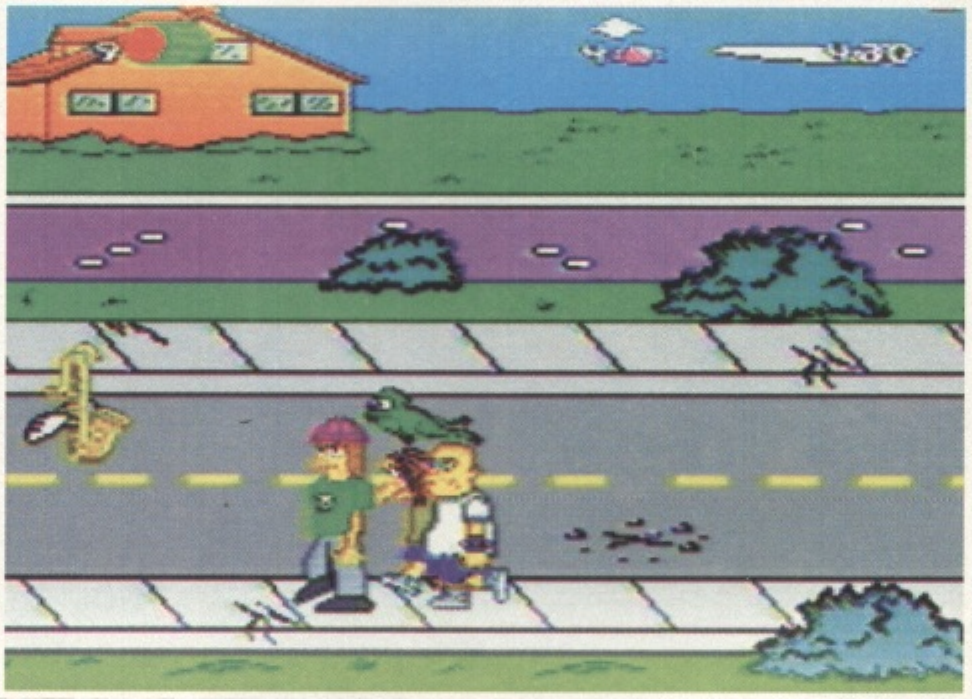


Inside the 'Itchy & Scratchy' cartoon show Bart has to battle against the manic mouse with a bazooka gun! I don't know what he's doing with a plunger! He wants a big mouse trap!

RT'S



MARE

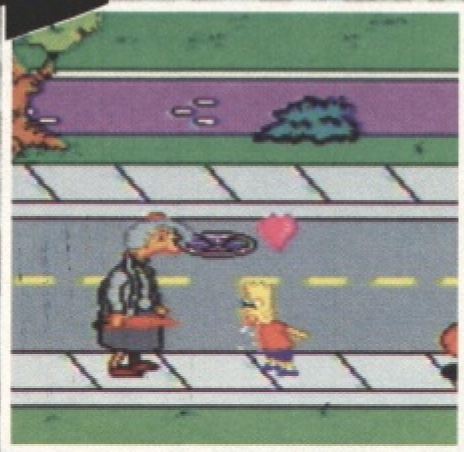




strange goings on and the behaviour of some of the characters had me in stitches.

There are lots of original ideas packed into *Bart's Nightmare* and playing for the first time is great. Some of the sub-games can get quite tedious after a while though.

Bart Simpson has appeared in lots of games now with varied success, but I can safely say that this is his best adventure yet. **NICK 87%**



■ **Producer**
Acclaim
■ **Players**
1
■ **Price**
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■ **Supplier**
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Dinner, dinner, dinner, dinner, dinner Bart Man!



N-RATING

VISUALS 92
Fantastic graphics from start to finish, a joy to behold!

SONICS 90
Funky tunes and some great effects complement the visuals perfectly

PLAYABILITY 82
Lots of fun to be had but some levels become tedious after a while

LASTABILITY 84
There's always something madcap to find around the corner

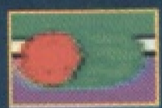
FORCE 87
Definitely Bart's best adventure yet!

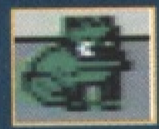
Bods to avoid!

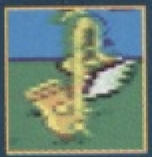

Statues: roam around in packs


Blinkie: swims up and down the sidewalk


Lisa fairy: turns kids into frogs and rats


Melon: collect the seeds to blow at passers by

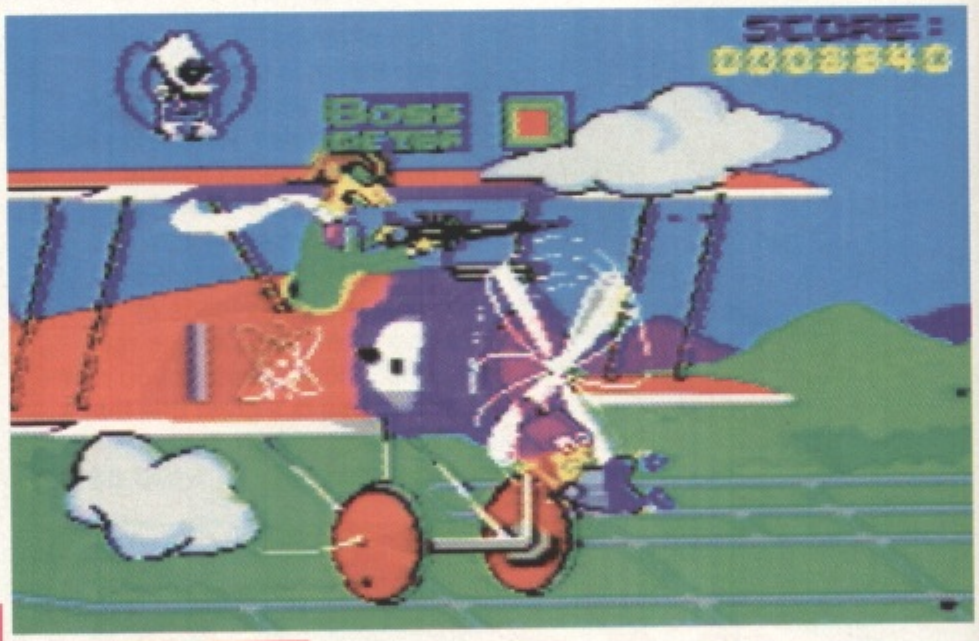

Frog: Lisa's spell makes Bart go all green and slimey!


Lisa's sax: makes Bart moon-walk just like Michael Jackson!


Grandma: throws kisses at Bart and smells of musty cardigans

School bus: with maniac driver!





Hi there! Collect the smiling Joe Fission cowboys to escape from Bart's blood stream with a page!





FORCE FAX



On the tricky Bart Man fighter pilot you have to entice the cad down the screen and then fly back up to land bullets on his bonce.

Meet the Simpsons!



Marge
The woman of the house! Marge cooks, cleans and looks after the whole family. She has a knack of coping with anything thrown at her. Even Bart turning into a monster, or Homer being put in a mental institution won't take her by surprise!

Homer
The head of the family earns his living at the Springfield nuclear power plant working for Mr Burns. His main reasons for living include pink frosted doughnuts, Duff's beer, TV, and anything with chocolate in it.

Bart
This turret-headed ten-year-old is the real star of the show.
Favourite pastimes include watching Itchy & Scratchy cartoons on TV, reading comic books with his best-friend Millhouse and annoying the hell out of Mrs Crabaple — his school teacher. His all-time-heros are Radioactive Man and Krusty the Clown.

Lisa
The Simpson's oldest daughter is the brains of the family. Lisa's hobbies include playing the saxophone, being Bart's conscience, reading books and campaigning for world peace, social equality and justice — not bad for someone who's only eight years old!

Maggie
The youngest Simpson is little Maggie, who crawls all over the house looking for opportunities to get in the way of Bart and Lisa.

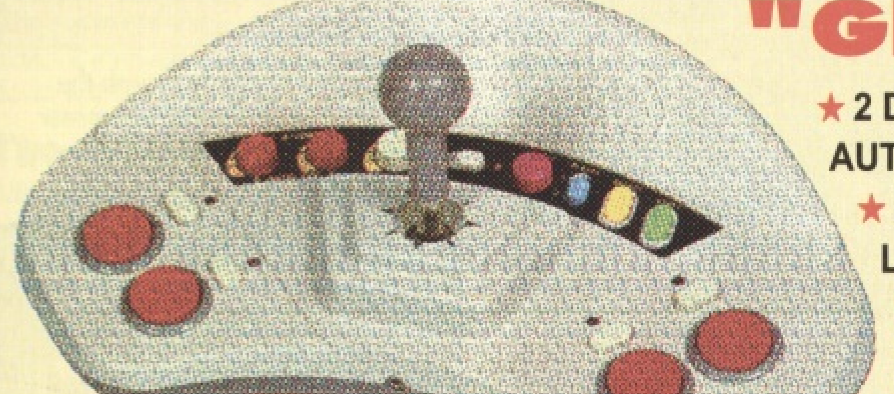
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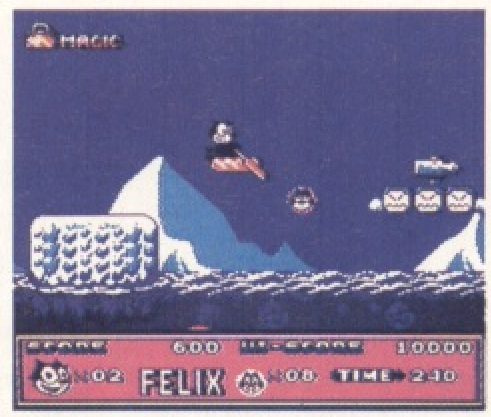
Felix th

What's small and black and covered in whiskers? Easy — MANIC MARSHAL playing Felix the Cat! Our American expert tells all...

For those not old enough to remember, Felix is a black and white cartoon cat created in 1922. Seventy years later, Hudson Soft have used this ageless character to create a NES platform game with universal appeal.

The aim's to guide Felix through multiple screens of danger and despair, searching for his girlfriend, Kitty. She's been cat-napped by the Professor, who'll stop at nothing to get Felix's magic bag of tricks. Rescuing your feline friend's made more difficult by the numerous vile (humorous actually) villains dead set on turning you into a can of Whiskers!

There are nine timed levels, each with three sub-levels. The quest begins in the Forest, with singing birdies and log-monsters. Avoid 'em or lose energy. Collect Felix heads that appear during the game — get ten and Kitty drops you a heart. Grab it for a magic item. Different items show up depending on the location, sometimes well suited for where Felix is heading. A meter indicates the power level of a magic item. If you're hit, you lose the item rather than a life.



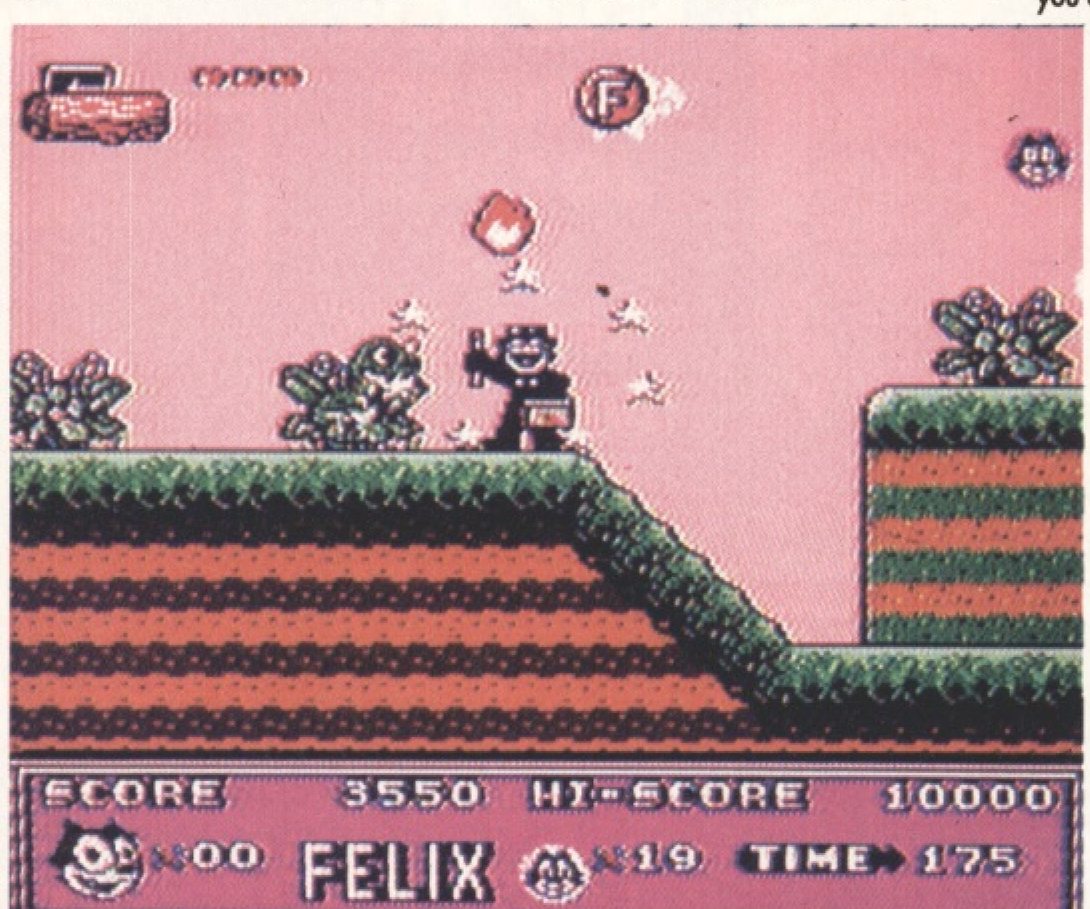
The journey takes Felix to the icy polar regions. Careful, don't fall in the water, it's blimmin' freezin'! Grab the Felix head — collect ten for a magic item.



Run along the bridge and grab the heads. The icon in the top left corner shows Felix has a magic bag allowing him to perform special tricks.



The display panel shows the amount of time remaining to complete the level. If you don't manage to finish in the right time you've got to do it all again!



Magic baggage

An integral part of the game's the magic carpetbag. Each level has a large version of Felix's bag hidden somewhere in the landscape. Get inside it for a bonus screen with plenty of goodies and a magic item. Once through the three sub-levels, the task is to locate another magic bag hiding a chief villain.

To rescue Kitty, Felix has gotta negotiate Antarctica, cool wetlands and Aztec temples, populated with animated Mexican hats and cannons. And yeh, there's some spooky places

e Cat

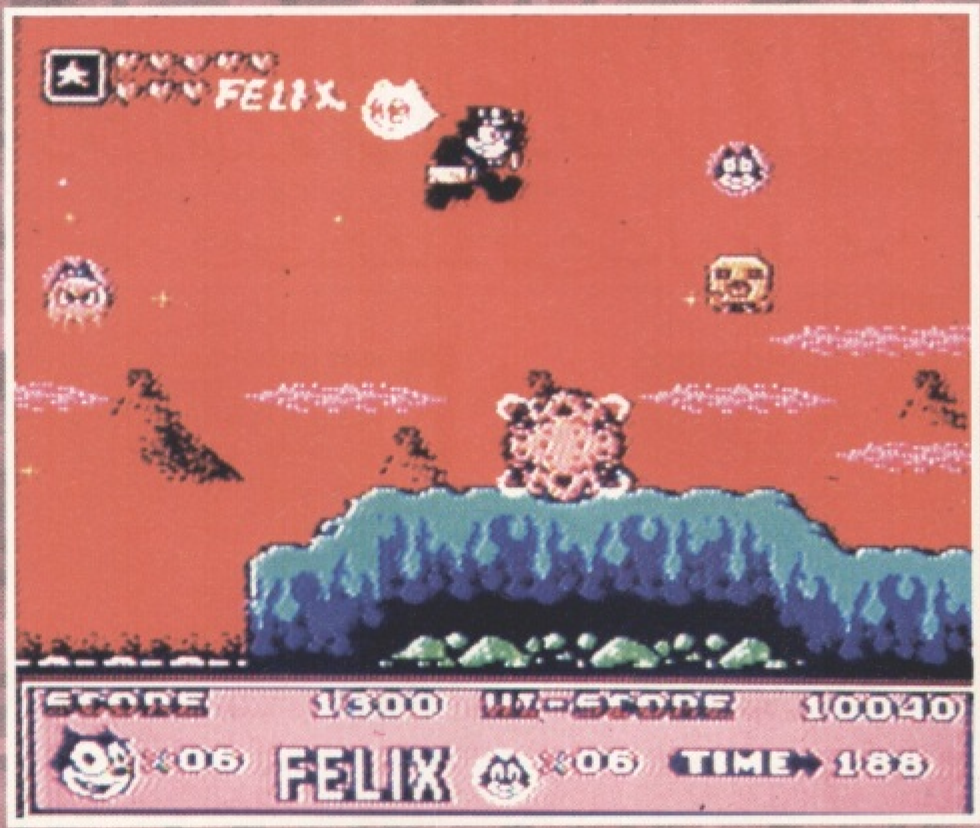
Hudson Soft

with weirdoes working too! If that's not enough, he has to defeat Poindexter, that canine creep Rock Bottom, Master Cylinder and Gulpo, king of the Blobs.

He finally ends up in space — got his own saucer, natch — with aliens of the worst kind getting in his face, plus meteors and the occasional gaseous cloud. Complete this level for a show-down with the professor.

The cat's whiskers

Although this game's aimed at younger players, experienced platformers will find it a tough challenge. The characters are cute, but they're still more gritty than the Disney stuff. I really like the way the programmers vary the animation effects and character movements — it makes it harder to anticipate what they'll do next. Music and sound effects are better than average — the game's lots tougher than most and a damn sight more cool. In summary, there's no ground-breaking techniques, just loads of great gameplay. It's practically purrrfect!



Above: red sky at night, Felix's delight. Not only is he a brave and heroic cat, he also predicts the weather!

Right: the best way to deal with this guy is to jump on his skull.

Below: get out the snorkel and torch and explore the underwater levels.



Along the way you encounter some veracious enemies, like the bloke on the flying hobby horse — scary eh?!





Above: being a cat you're not too fond of water. Luckily you get a pair of flippers and a mask to help you.



Nearly there now. Follow the arrows and if you get time admire the view. Look that's your name in the sky. How does it feel to be famous?!

FORCE FAX



Restore magic power by collecting milk bottles, which appear once five Felix heads are downed. You have to grab all of 'em to restore full power.

Magical things what help help you!

Boxing glove: works well on most of the smaller fry — but the larger enemies require a couple of punches.
Song 'n' Dance Man: this causes a magical dazzle which explodes around him, killing everything around.
Rowing boat: great for the ocean, but sucks on dry land — the porpoise and sea-turtle come in handy here!
Hot-air balloon: better than an umbrella when floating through the air.
Tank, Monoplane, Racing car: all able to fire poweful energy blast.



Ahh… that's better! The game's a lot easier when you use the special items. Here, Felix soars in his private plane — ideal for dodging nasties.



Steady along the bridge — one false move and you're in the drink with a big splosh! You don't really believe that bit about having nine lives do you?

Full Metal Planet

★ Infogrames ★



SNES

Based on the popular French board game, *Full Metal Planet* puts the player in charge of a spaceship mining for ore on a far-off planet with no Arthur Scargill look-alikes in sight! The Cobra Steel Company has ordered the collection of ore reserves and the destruction or capture of precious metals from rival companies. These objectives must be achieved before the tides rise and swamp the whole operation.

This Sci-Fi strategy game can be played by up to four players with barges, patrol boats, transporter cabs, tanks and ore refiners all under the player's control. Each segment of the planet's perfectly detailed with action shown from an aerial view.

Watch out for *Full Metal Planet* in early 1993 from Infogrames.



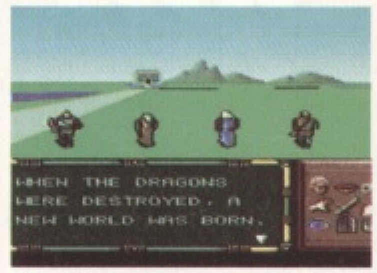
A view of the planet being drained by these nasty miners from hell. I bet they'll all be on strike this time next week!

Drakkhen

SNES

★ Infogrames ★

In the works from Infogrames is a SNES conversion of the roleplaying game *Drakkhen*. The game includes stunning 3D graphics, automatic combat and real-time movement,that made it a hit on the PC and the Amiga. You control four characters chosen by the emperor for their special gifts. Your mission's to change the world's destiny — simple huh! Pre-production carts suggest it's going to be a visual treat and a very tough challenge. For a full review see next issue.





It's the fantastic four setting off on their brave journey. I wonder who will die first?

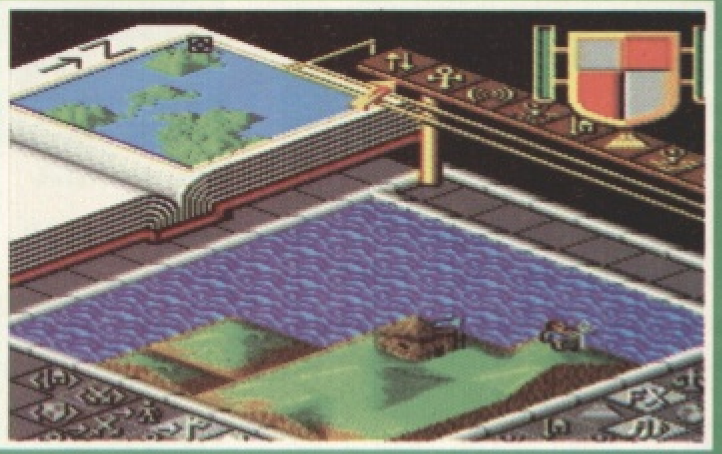
Chatting away in the castle with lots of monsters to destroy and puzzles to solve. Life is never easy in this mysterious world.

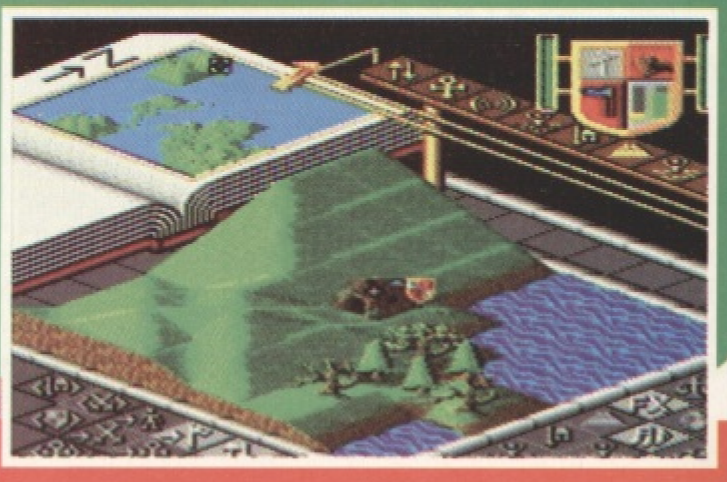
Populous

SNES

★ Imagineer ★

My RE teacher would have had a fit if she picked up a copy of *Populous*, because according to this good-vs-evil sim, the big 'G' was nothing more than a glorified landscape gardener! Flatten the land so the inhabitants can build houses, discover new technology and, come Armageddon, overrun the dark and destructive forces of evil. A real in-depth sim that's a little slow to get going but great once you get into. If you reckon you'd make a great god or just fancy a spot of gardening check this out!





Max

★ Infogrames ★

BOY

Max— funny old name isn't it? Max Headroom, Max Bygraves, Max the dog from *Heart to Heart*, Max Boyce — well prepare to meet a new member of the sadly embarrassing first name club — introducing Max and his amazing extendible suction device. Yes, take the part of this cosmic crusader in an attempt to rid the colonised planets of alien interlopers. Jump out of your buggy, pull on your armour and prepare for some rivetting platform based shoot-'em-up action. Bounce and blast through levels galore. Masses to explore and more power-ups than you can shake an antelope at — this is one to look out for. It seems that Max has to save these unfortunates who due to their crass stupidity and foolish trust of alien cultures have let them infest the home planets.

What a bunch of honest, moral, salt-of-the-earth type prats. I mean, who would take word of any life-form that resembles an inside-out Aardvark no matter how sincere they are? Well this lot did in a big way!

Max is available from Infogrames in November. Price to be announced.

- TWO OF A KIND -

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You are a supreme being - with the power to command the forces of nature - Earthquake, floods, volcanos and oceans. Power to turn plains into barren rocks and oceans into fertile land with promise of plenty. Limit to your power is your followers, scattered on the worlds throughout the universe. They raise crops, build towns, and multiply thus increasing your power to smite your enemies, the followers of evil. Can you control and increase this power to eventually get rid of the evil. Fourteen different worlds await your conquest.



Blistering pace and superb tactical game play has made KICK OFF a legend in computer games world wide. Packed with options like game speed, KIT DESIGN, edit teams and player names, 4 different types of competitions, it provides a wide variety of game play. Action Replay facility lets you enjoy the glorious moments at leisure. Battery back up ensures that the competition results, kit design, team and player data is stored for instant recall.

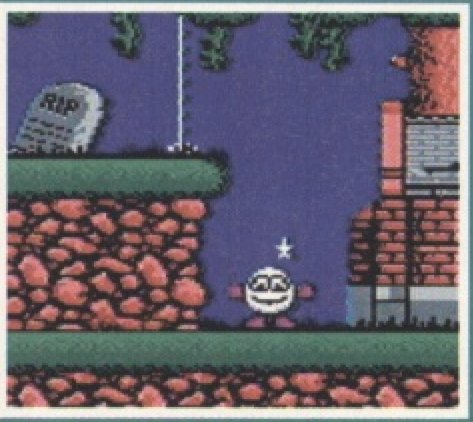
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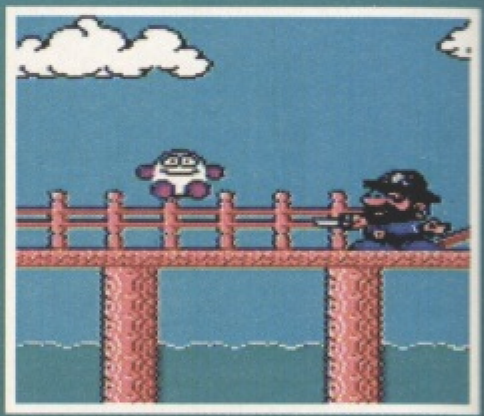
imagineer

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ENTERTAINMENT SYSTEM



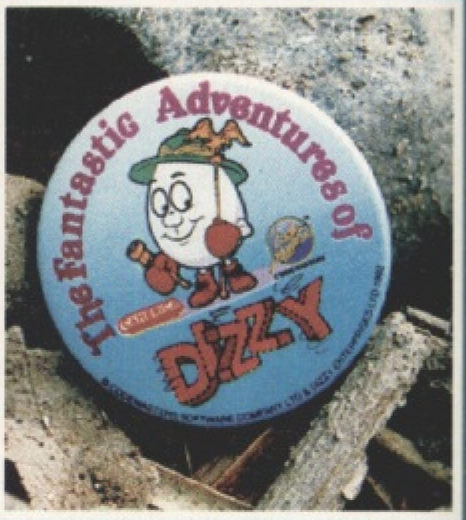
Hands up if you had egg for breakfast! Boiled, scrambled, poached or raw — it's all canibalism to the star of the hottest new NES game around...





Izzy wizzy... Let's win Dizzy





Look at all this loot! A Dizzy bag, clock, mug, badge and baseball cap are all up for grabs! How eggciting!

Step into a magical world of mute princes, bearded pirates, smelly spiders and a family of ovoid chicken plops. Otherwise known as The Yolk Folk, they live in a tree house and had a peaceful life jumping around and rolling down banks until Zaks the wizard put their kingdom under an evil spell.

Dizzy, the hard lad of the bunch, has the job of rescuing all his people and returning the land to the non-stop party place it used to be!

Oval omelets!

To celebrate the release of the special European version of *The Fantastic Adventures of Dizzy* we've got together with wizzo software giants Codemasters to bring you buckets of Dizzy goodies.

A fab Dizzy T-shirt, a cap, a badge, a clock, a mug and even a clock (where does it end?!) are all up for grabs. Just get your camera out, follow the directions in the box opposite and you could pick up one of ten Dizzy kits.

So there you go — and we hope you feel guilty next time you crack open a hard-boiled egg!





Dashing Denzil showing off the 1st prize — a personal stereo! This dude knows a good tune when he hears one!

Well I'll be poached!



All you have to do to win is send in a photograph of you and an egg having a fantastic adventure?! It could be a trip on a train, a holiday at Blackpool or even something simple like bungi jumping together.

Just let your imagination run riot — the wackiest ten win a Dizzy bag, clock, mug, badge and T-shirt with the best also getting a top-of-the-range personal stereo as well!

Send in your entries, complete with name and address, to: I'm going crackers compo, N-FORCE, Europress Impact, Ludlow, Shropshire, SY8 1JW to reach us no later than 10 December.

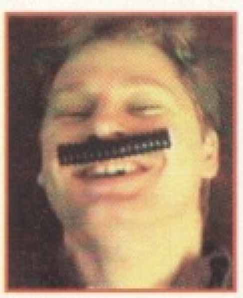
The editor's decision is final 'cause he knows Sophi out of *Home & Away*. And hey, if you don't want mailing from other companies, just say so...

Super Mario



SNES





'...Well officer, there was this giant gorilla on a go-kart being chased by a dinosaur and then Princess Mushroom shrunk me... But officer it's true!' Has CHRIS gone Mario mad?

Ever wonder what Mario and Luigi get up to when they're not unblocking U-bends or rescuing princesses? Well, the dungaree-clad heroes enjoy nothing more than getting together with the rest of the gang (Bowser, Koopas and Donkey Kong Jr. included) and going for a spin in the country.

But being small, Mario couldn't reach the pedals of his Porsche, so the gang decided go-kart racing would be much more fun instead!

Tricky tracks

Once a week the eight speedsters race around a variety of courses over country, beach, tarmac, lava, ice, the dreaded ghost house and, for the ultimate challenge, seventies-style *Top Of The Pops* multi-coloured tiles! Sound like good fun? Well it is and now you can join in!

Choose any of the eight different characters, select the type of kart you want to race, 50cc or 100cc, and then the competition you want to enter. In one-player mode, compete in one of three grand-prix style leagues — Mushroom, Flower or Star. Win gold in each league in 100cc competition an ultra-tough Special League's opened.

> **"An excellent laugh with a bunch of mates!"**

There's also a time-trial mode allowing players to race against the clock to set lap records on their favourite circuits. I found both these options disappointing. There's no challenge in GP mode. Getting to the Special League's easy and time trials quickly get boring.

Grab a mate, though, and the game takes on a new lease of life. Both can compete in GP league or go head-to-head in battle mode. Each player's kart has three balloons. The aim's to drive around the maze collecting power-ups — the first to burst the other player's balloons wins!

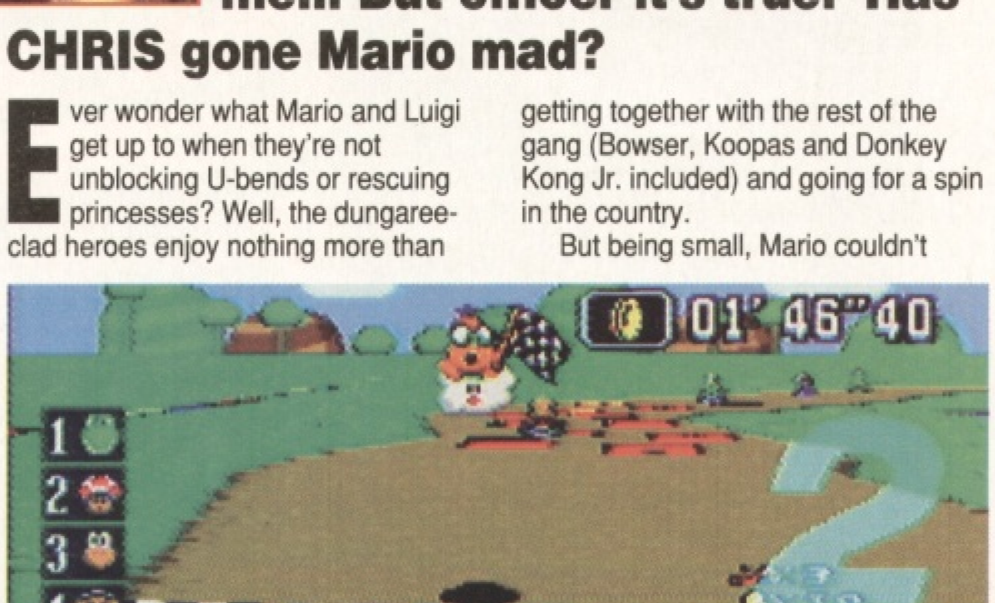
Mode 7 heaven

Visually *Super Mario Kart* is stunning. The 3D graphics and Mode 7 effects are like a cutesy version of *F-Zero*, although without the depth. The two-player option's great and the split screen works brilliantly. The soundtrack's packed with some great tunes that you'll be whistling long after you've finished playing.

Scrolling's incredibly smooth and fast, making for thrilling race action and great playability. The weapon option's a great touch — have hours of laughs chucking shells at your mates.

There's tactics to be learnt and tracks to master which suggests good lastability. Unfortunately the lack of challenge in one-player mode prevents it from being a knockout! Fifty quid's a lot of cash to fork out for a game you can complete in a couple of days. A great laugh with a bunch of mates but a bit of a let down if you're a solo driver. You have been warned!

CHRIS 87%



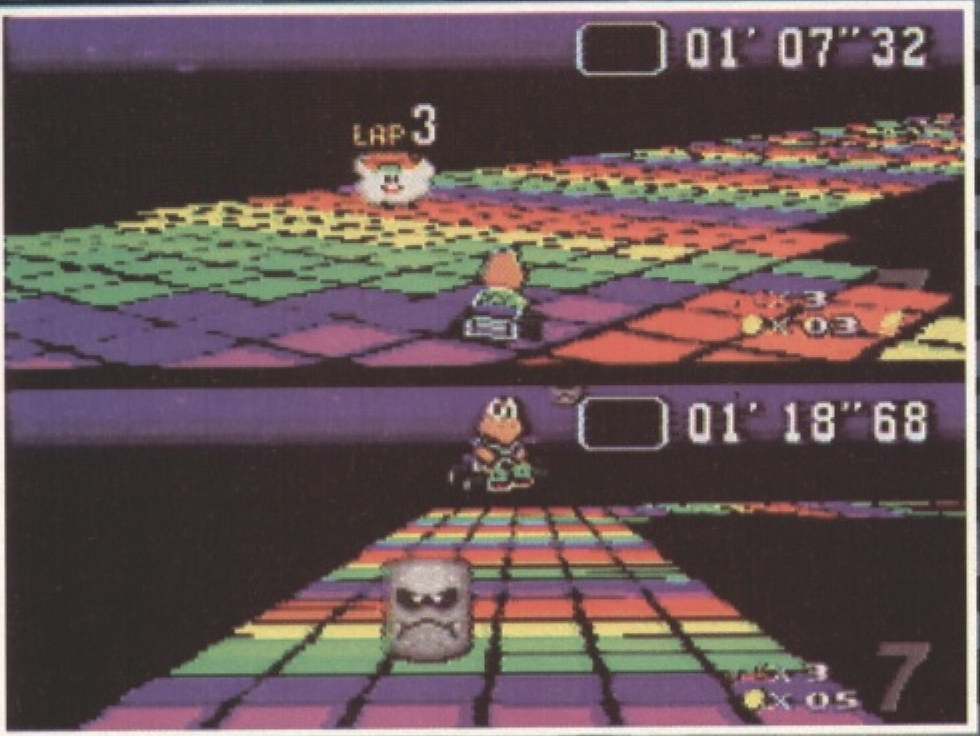
That little green dinosaur is a right speed demon. Yoshi finishes the race first closely followed by Toad. The little fat plummer is nowhere to be seen!

Kart

Things to pick up and chuck!

Drive over the power-up pads and you're awarded a special weapon. Use [A] to select the weapon and [A] again to use it. Here's what each does:

- **Banana**: sends you skidding all over the place.
- **Coin**: adds two to your collection shielding you from damage.
- **Feather**: gives one super-jump.
- **Green Shell**: controllable shell to throw at the enemy.
- **Lightning**: shrinks all karts on the track.
- **Mushroom**: gives a wicked burst of speed.
- **Red Shell**: homing shell guaranteed to hit the dude in front.
- **Star**: limited invincibility and speed up.





The Dukes of Hazard ride again! Toad does a flying leap over the road and into the next race track — yeee-ha!

Win gold in the three leagues and you enter a special zone with wild tracks!



Yoshi and Koopa seem to be having a chat while the Princess is shrunk down by a magic mushroom! If they're quick they can run her over and win the race. Squished Princess — lovely jubbly!

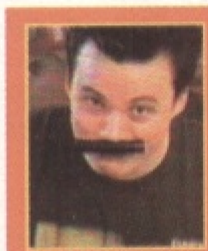


FORCE FAX



Warning to all UK SNES owners! This version of the game won't work with your machine — even through an adaptor! We'll keep you posted!





I just love anything Marioesque so I almost wet myself when *Super Mario Kart* arrived at the N-FORCE tree house! It's absolutely fantastic fun — frustrating too!

All SNES owners should know how great *F-Zero* looks — well this has been created in the same way. What makes this play better is the cutesy graphics taken from *Super Mario World* and converted into Mode 7 masterpieces.

As Chris said, this isn't much fun on your own — pity he hasn't got many friends! With a few mates the game bursts into life and you get so involved you could actually be there! I don't care how much it costs, this is a game you shouldn't be without.

NICK 90%









- **Producer**: Nintendo
- **Players**: 1 or 2
- **Price**: £54.00
- **Supplier**: Krazy Konsoles



N-RATING

Category	Score	Comment
VISUALS	92	Brilliant 3D graphics and spectacular Mode 7 effects
SONICS	89	Plenty of rinky dink toons to hum along to
PLAYABILITY	94	Incredibly addictive — infuriating yet you keep coming back for more
LASTABILITY	75	Great as a two-player but limited for one. Not for solo drivers!
FORCE	88	A superb game let down by poor lastability

What's in a name?

Each character's personal attributes affect their driving skills making some more suited to particular circuits than others. Follow this handy guide for the full low down!



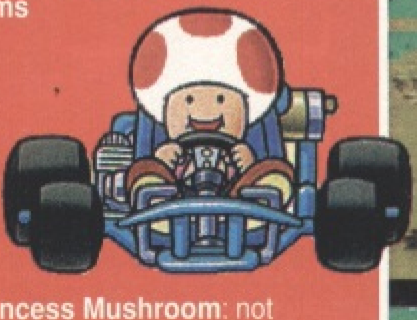
Bowser: this big fat trollop's so slow it's embarrassing. The only saving grace is his excellent road holding. **Special Item: Exploding Energy Bombs**



Luigi: being a lot thinner than Mario, he's faster but pays the price with a lack of traction. Excellent choice for the tarmac circuits but can't handle the ice. **Special Item: Invincibility Star**

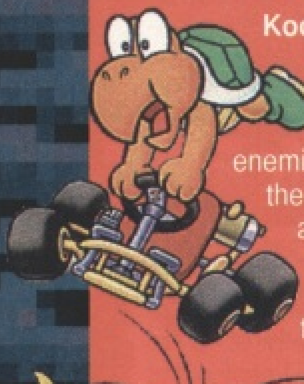
Toad: almost identical to the Koopa Trooper and a good all-round choice. **Special Item: Shrinking Mushrooms**





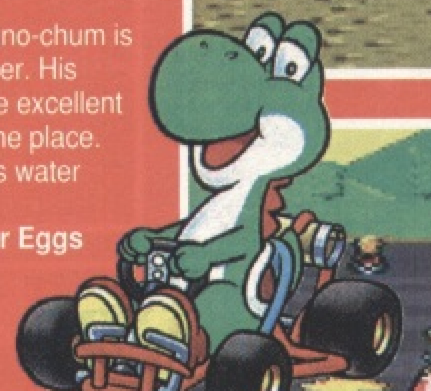
Donkey Kong Jr.: don't let the name fool you, he's a gorilla — not a donkey! One of Mario's oldest adversaries, his road holding's the best of the bunch but he's incredibly sluggish. **Special Item: Banana Skins**

Princess Mushroom: not only a great looker, a fast mover as well. Her only flaw's a lack of traction and tendency to get kidnapped on some of the more rural circuits. My favourite!! **Special Item: Shrinking Mushroom**



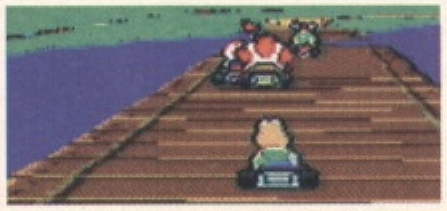
Koopa Trooper: not a classic ABBA track, just another of Mario's enemies. A good choice for the experienced driver as although his road holding's only average, he has the fastest top speed. **Special Item: Shells**

Yoshi: Mario and Luigi's dino-chum is also a pretty mean kart racer. His speed and road holding are excellent but his steering's all over the place. Not a good choice if there's water around! **Special Item: Dinosaur Eggs**

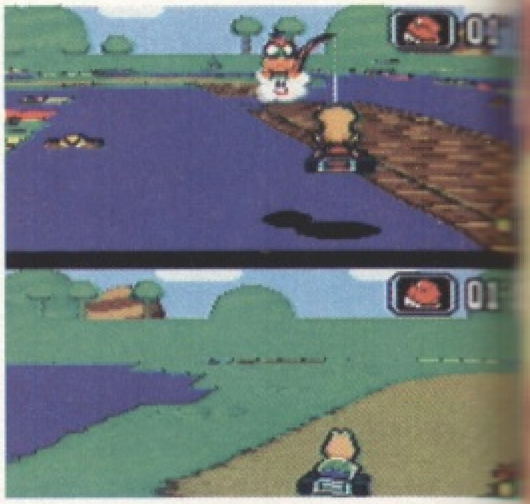




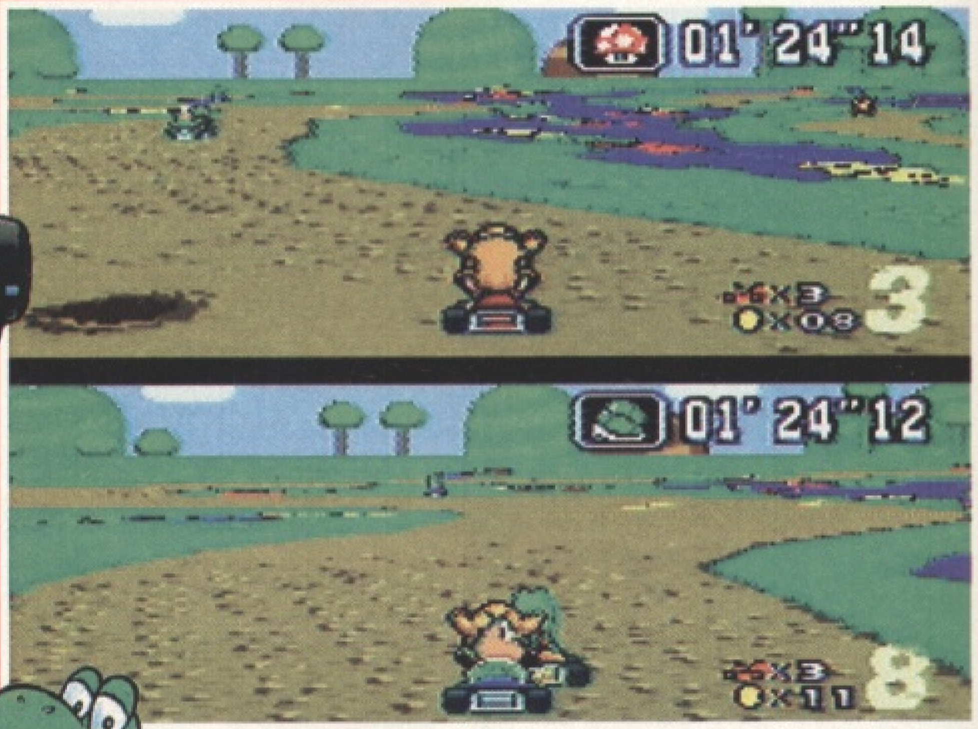
Mario: a good all-rounder ideal for beginners. The chubby Italian's spare tyre — round his waist not in the boot — slows him down but helps avoid spinning on the tricky corners. **Special Item: Invincibility Star**





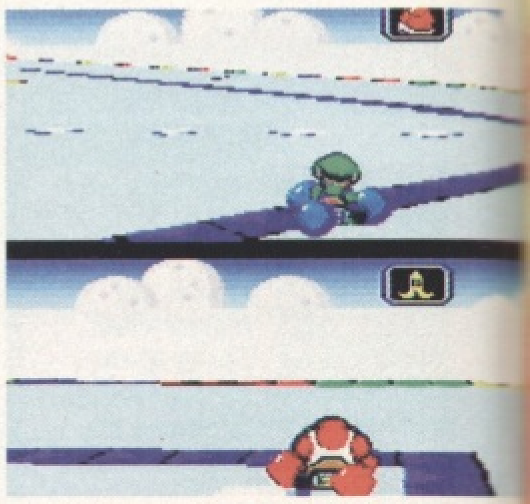


The poor Princess just can't drive for toffee can she? Koopa soars into the lead as she is fished out of the pond. Later in the game the bridge sections have holes in them making things tough!





The big bully bowser is always getting in the way, and just look at the size of that Yoshi! What is he doing on this track — he's only a cut out. Green dinosaurs don't know nuffin' do they?



That dumb Donkey Kong just can't get the hang of his controls. He sits in the corner with Luigi looking on.



The Koopa turtle heads straight for the water with a special rear view at the bottom of the screen showing Yoshi!



The aerial view of the track only appears in a one-player game to keep a check on the other racers.



Oi! Furry face! Get out of my way or I'll burst your balloons. The two player head to head is loads of fun.



Soggy suishi three times please! Chris and Nick win gold in all three leagues — what *Super Mario Kart* heroes!

Cyberdyne Games Systems

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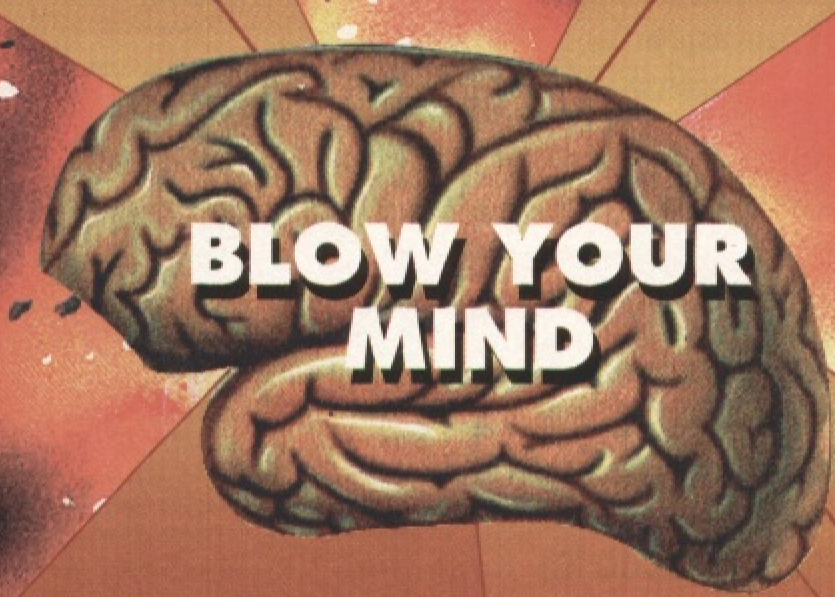
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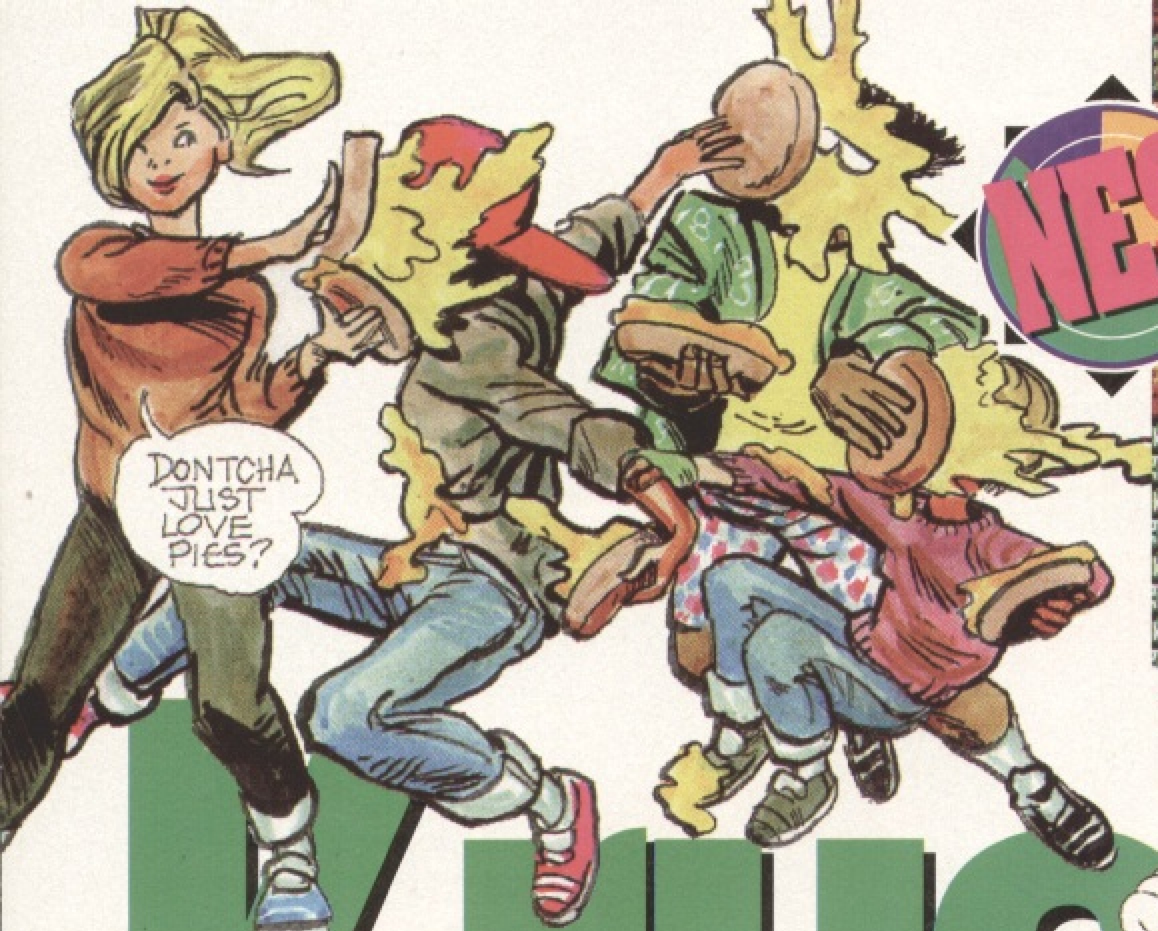
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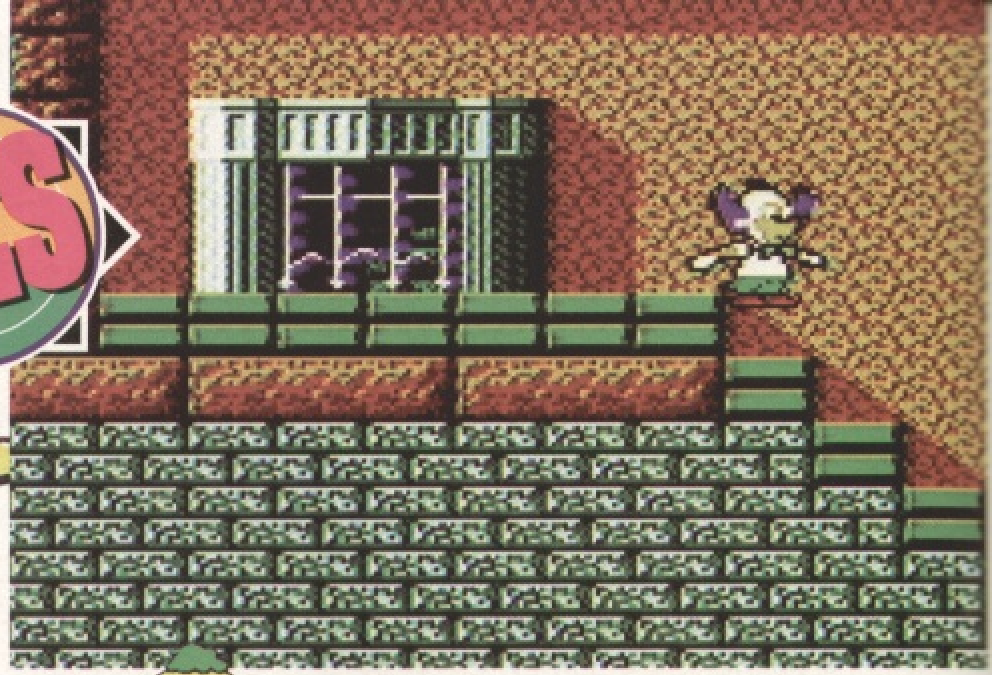
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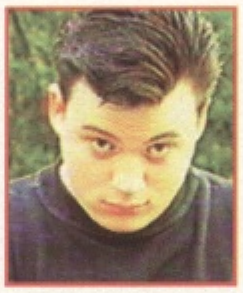


NES

Krusty's



Fun House



We've got rats again! Quick, go and get NICK. He's got this great big studded mallet and he's not afraid to use it on the odd rodent!

It's time to get out the green hair dye and red nose again as our friend Krusty bursts onto the NES with a custard pie in each hand.

His Technicolored fun house has been taken over by hundreds of cute fluffy mice with gnawing teeth and ridiculous ears! Krusty must steer these geezers towards the awaiting traps manned by the cruel dudes — Bart and Homer Simpson. These rodent rascals are as thick as chocolate milk shake — the type you suck through a straw and almost turn inside out!

They walk in one direction until they find a wall, then bash their heads and turn around! By placing blocks near steps, connecting pipes and finding secret passages they can be tricked!

If only life was that simple. Krusty's Fun House ain't much fun these days. On top of the rat problem he's got killer snakes slithering around and pink flying pigs dumping on his head!

> **"Yellow sludge is the best defence from snakes!"**

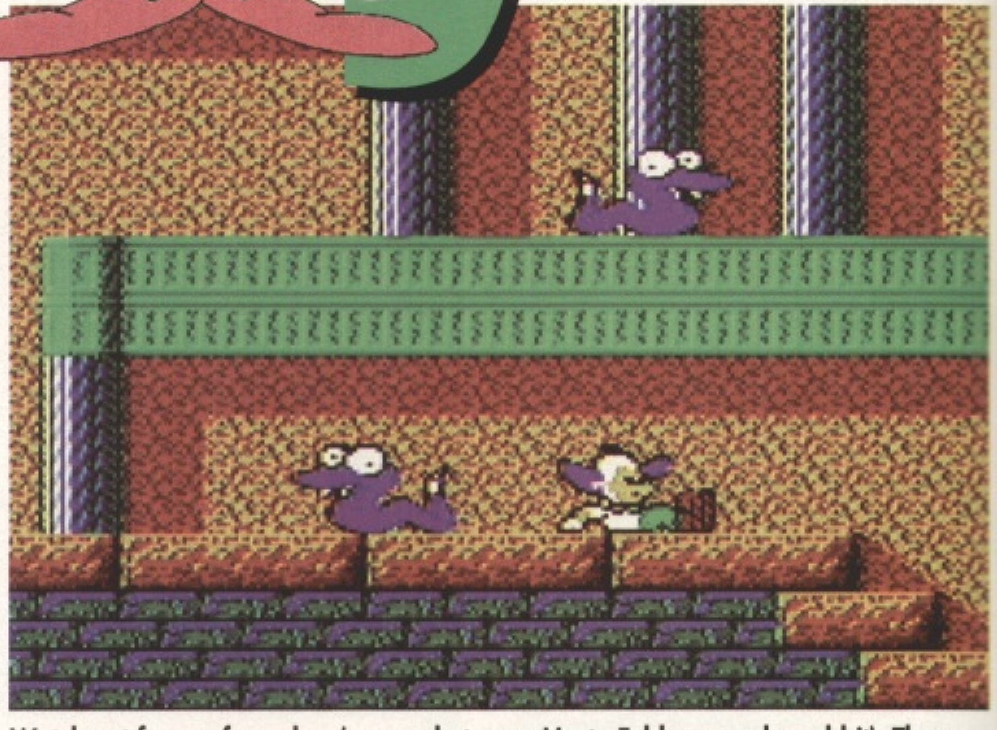
Kicking bonus blocks around each level uncovers bags, mugs, horns, burgers and shakes — some give points, some energy and the old custard pies arm our hero. A splat in the face with yellow sludge is the best defence from snakes and pigs!

Top of the heap!

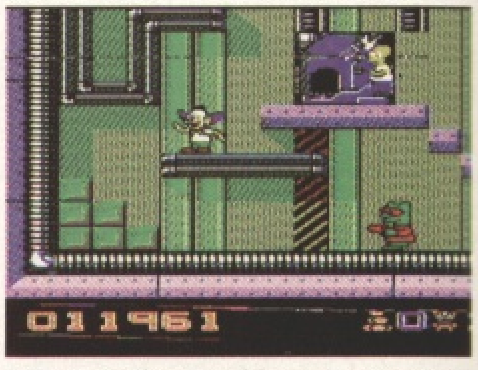
Krusty's on the NES has exactly the same room layouts as the SNES extravaganza — the graphics are top notch stuff with lots of animation and colour splashed around. The first few sections are simple to complete but there are some mind-boggling puzzles to be overcome later in the game.

Krusty's Fun House is famed for it's jolly but repetitive tunes, people have been screaming for mercy when we've played the game in N-FORCE. On the NES they're all perfectly converted and just as annoying!

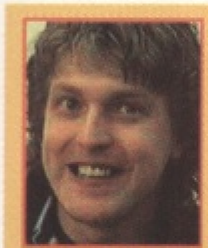
This Krusty the Clown has earned himself quite a reputation on the SNES, and now he's rampaging around on the NES too! Dive into this custard pie the first chance you get! ***NICK 75%***



Watch out for goofy snakes (a cross between Marty Feldman and a rabbit). They spit at you causing loss of use of the legs and the ability to see for a while!



Oh no! It's that horrible green guy with the large bulging red eyes out to cause our favourite balding clown some trouble. Crank up the machine Homer, it's time for Krusty to do an amusing dance!



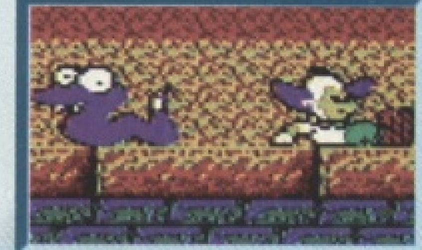
Watch out! The bald dude with the green hair, size 40 shoes and the enormous red nose (I said NOSE you vile child) is back — but now he's only got 8-bits to play with! *Krusty's* on the NES is a carbon copy of the SNES version with all the colour and fun of its big brother. In fact the limited palette results in more block colours and so a more cartoony feel is created. Even the sound's top notch ear bashing with the machine's capacity used to the full. If you want a great SNES game on your NES, look no further.

CARL 85%

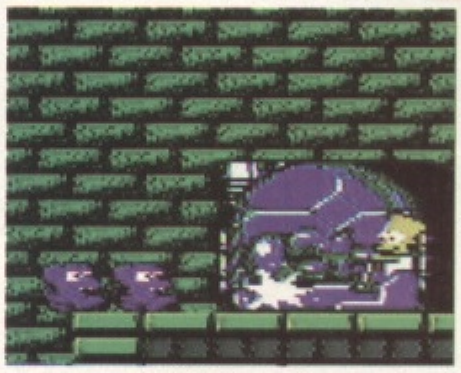


Hi kids, if you like beating the living bejezus out of cute little mice — come round to my place and let's party!

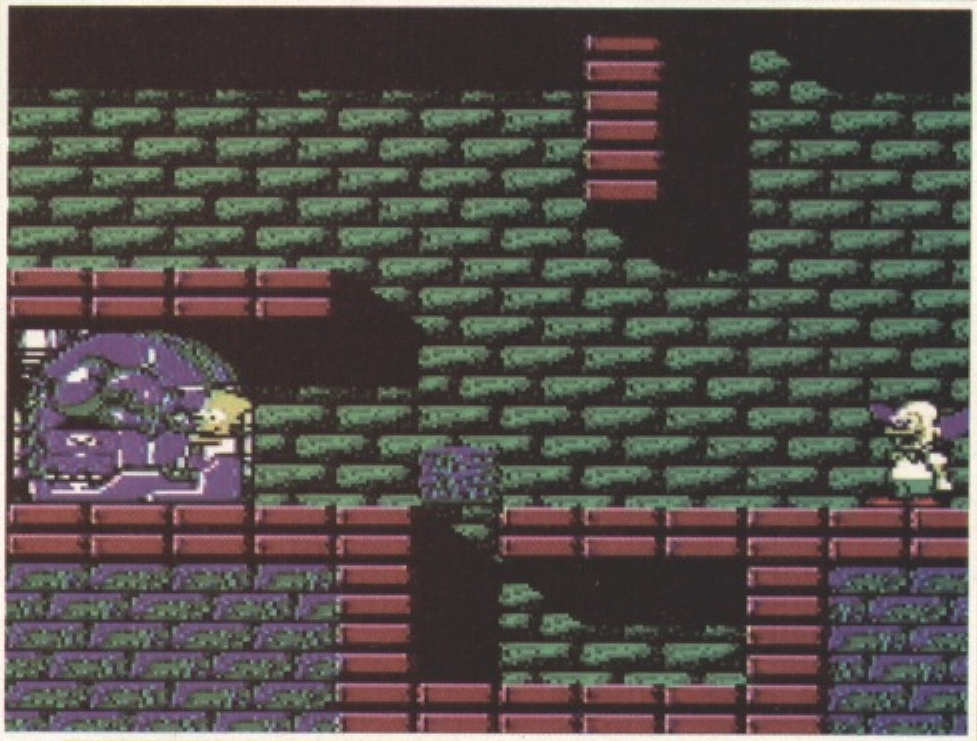
FORCE FAX



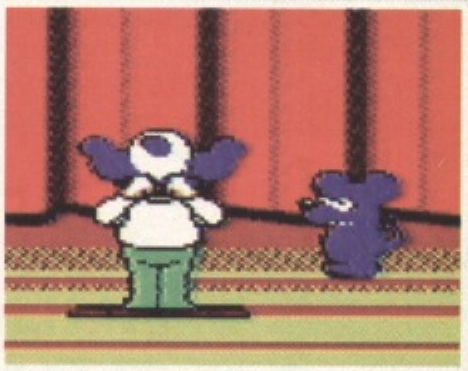
Don't waste the custard pies! There's only a limited supply and bumping into a nasty snake in a dark corridor isn't much fun.

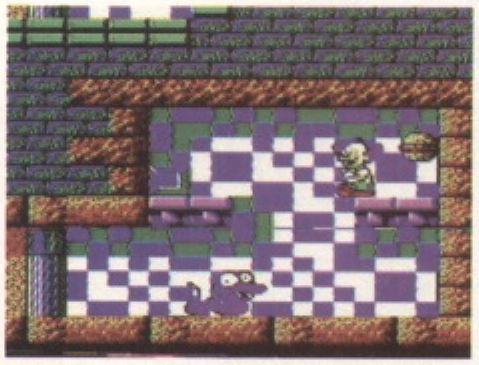


We will mend it, we will clean it, we will... hang on a minute, this isn't the mouse organ and he's not Bagpuss!



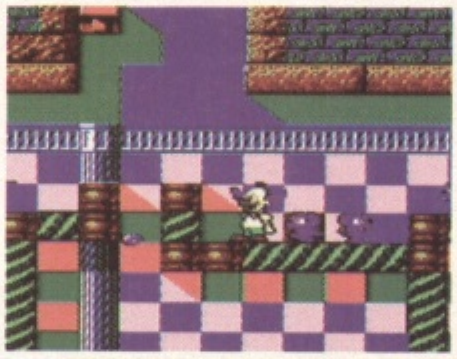
Good work Bart lad! But whatever you do make sure you squash them good and small or we'll never get them into the chocolate boxes!

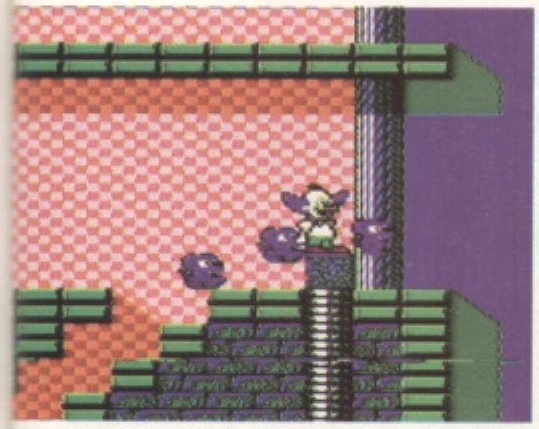




Time for a big Krusty burger — two whole beef patties, tomato, lettuce and all in a sesame seed bun.







Come along my little purple beauties, just a bit further to the slicer-dicer and then it's mouse pureé to put on my toast!



Ugly beggars!

- **Pink flying pigs:** zoom about the air and try to sit on Krusty's head!
- **Giant goofy birds:** take to the skies but tend to be a bit peckish.
- **Venom vipers:** slide along the corridors and platforms firing venom balls.
- **Laser aliens:** watch out for their laser beams, they're deadly things!

Scoff 'em up!

- **Bag of tricks:** 13 pts
- **Mug:** 42 points
- **Hooter:** 53 points
- **Doll:** extra life
- **Burger:** bonus health
- **Chips:** bonus health
- **Shake:** bonus health
- **Pies:** ten custard pies



■ **Producer**
Acclaim
■ **Players**
1
■ **Price**
£TBA



N-RATING

VISUALS 81
Lots of great cartoon sprites and colourful rooms

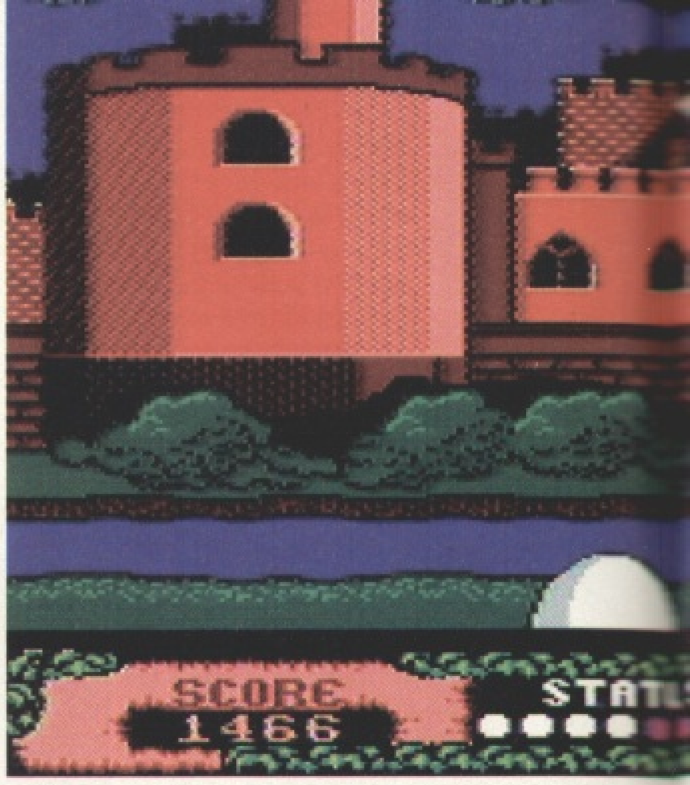
SONICS 75
Highly frustrating — they're great for annoying friends

PLAYABILITY 74
Simple to get into with plenty of tough puzzles ahead

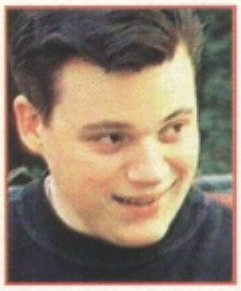
LASTABILITY 72
Lots of levels to attempt but a repetitive game style

FORCE 75
Krusty does it again — prepare for many late nights!





The Fantastic Adventur Dizz



What? Have N-FORCE gone mad? They reviewed this game in Issue 1! Well, you know NICK, he just didn't get the yolk...

That cheeky little chicken plop with the red gloves is never satisfied is he? We reviewed his *Fantastic Adventure* back in the first issue of N-FORCE but since then the bods at Code Masters have been up to a few tricks.

They have taken the brilliant American game that we reviewed and enhanced it especially for the European market. None of the graphics or soundtracks have changed but the gameplay's vastly different.

Whisky business

The first thing you notice is that Dizzy's running at twice the speed! He zips around the scrolling levels making the game less tedious. Objects to be used have been relocated so they are now nearer their destinations — this means that the puzzles can now be solved in any order!

The sub-games like Bubble Dizzy, Dizzy Down the Rapids and the Mining Cart have all been made easier too. I can't really see anything easy about the new games though, they're still pretty tough!

Finally, another 150 bonus stars have been littered around the levels making over 200 to collect! This is one game that'll keep players up to the early hours.

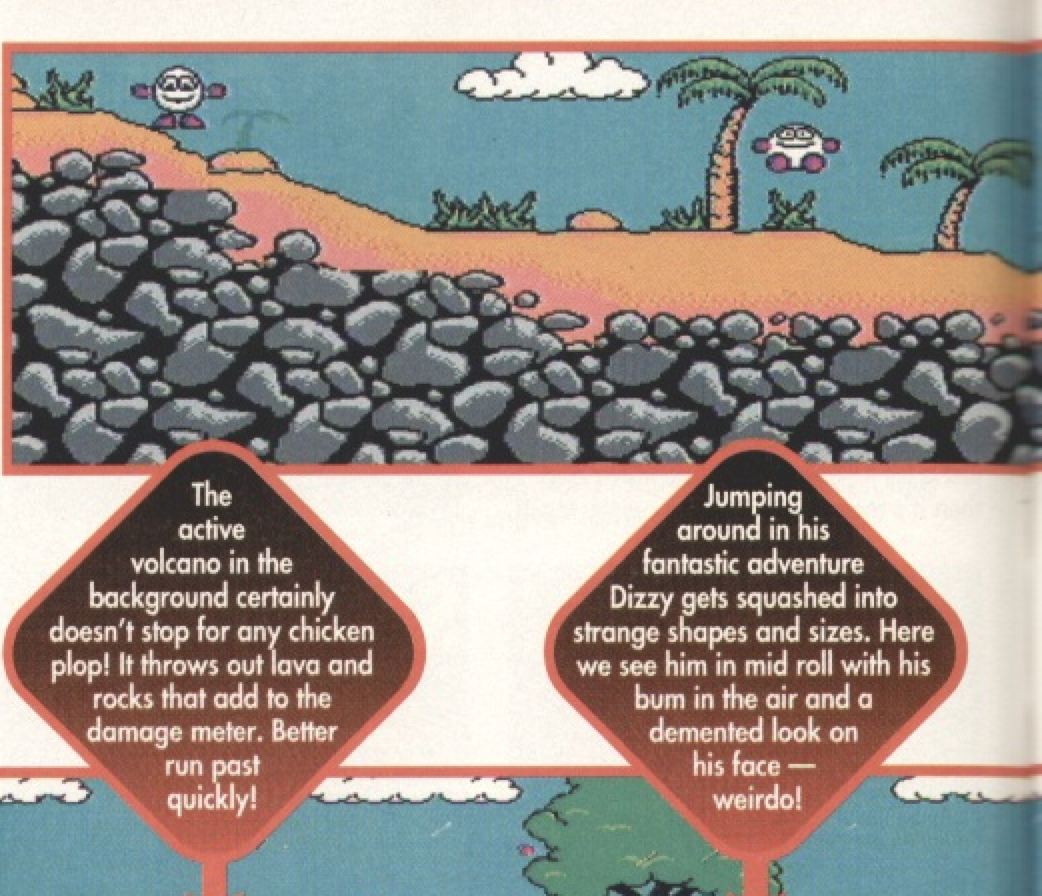
Egging them on!

The new Euro-Dizzy is a slight improvement over the US version. Playing the original soon became tedious with long treks from one side of the game to the other taking ages. Now our hero has doubled his pace, things should chug along nicely.

> **"It'll keep you up to the early hours!"**

We rated *The Fantastic Adventures of Dizzy* 90 percent way back in Issue 1. What can you say about a vastly improved version like this? It'll scramble your brains and poach your pants — so get cracking!

NICK 92%



The active volcano in the background certainly doesn't stop for any chicken plop! It throws out lava and rocks that add to the damage meter. Better run past quickly!

Jumping around in his fantastic adventure Dizzy gets squashed into strange shapes and sizes. Here we see him in mid roll with his bum in the air and a demented look on his face — weirdo!



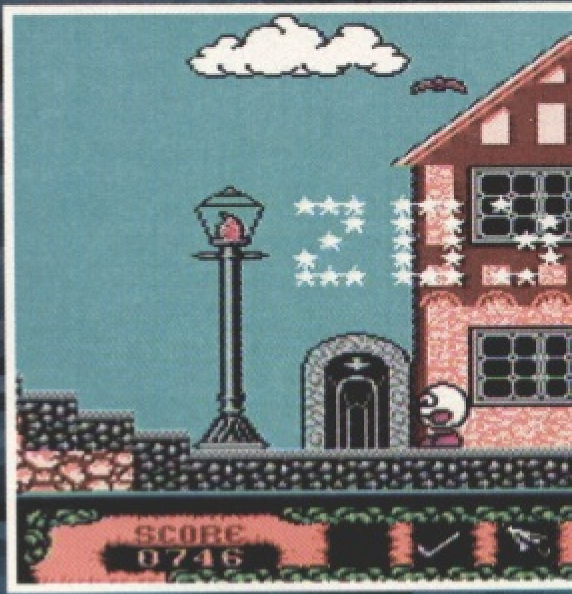


res of
zy

Ten gags you should never use in a Dizzy review...



1. Acclington Stanley — who are they? *Eggs*actly!
2. N-FORCE is the greatest. And that's no *yolk*.
3. Wait 'til you see the *whites* of their eyes.
4. Nobody calls me *chicken*.
5. A game well worth *shell*ing out for.
6. The gameplay's really *egg*citing.
7. You'll be *scrambling* to get at the NES.
8. I played the game all day *fried*ay.
9. Zaks the wizard kept *beating* me.
10. Come on Nick, that's en*oeuf*!



Strolling along in a strange medieval village and a rat attacks you from behind. Life isn't safe now that Zaks bloke has taken over!

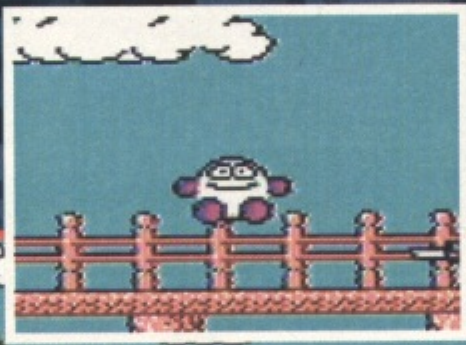


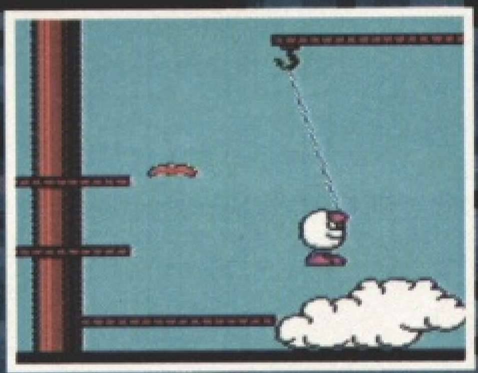
Oh no! It's puzzle time again. Soon the picture will jumble up and poor old Dizzy has to reconstruct it within the time limit to gain an extra life.

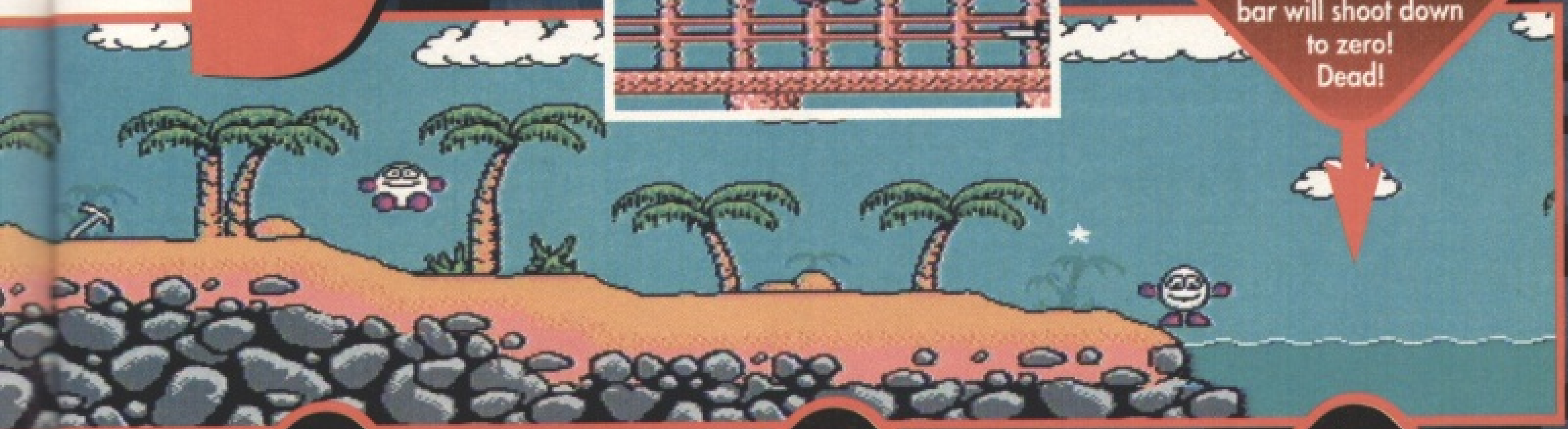


Dizzy's fantastic adventures are back, and a stunning game they make too — new and improved for the European market with lots of bits you've not seen before. As usual, the ovoid hero's here to save the Yolk Folk from a fate worse than death. The gameplay's exemplary, being both smooth and sharp. Add to this a great soundtrack and what you have is a game that I couldn't put down — I don't think you will be able to either. A thoroughly good playing experience and all-round pleasant aroma.

CARL 89%

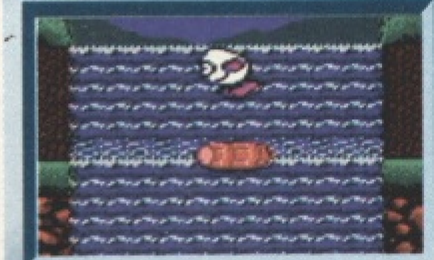






Don't let Dizzy fall into the water without his snorkel and flipper set on. He won't be able to survive for more than a few seconds and the damage bar will shoot down to zero! Dead!

FORCE FAX

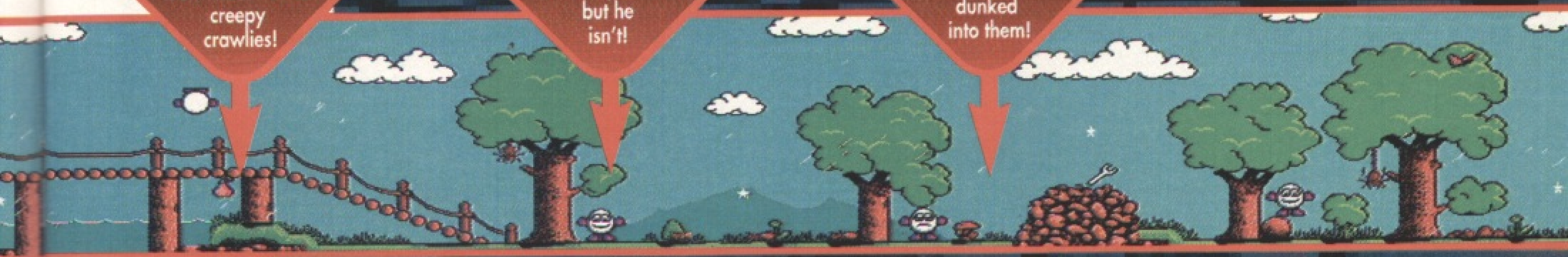


The US version of this Dizzy game won the 'NES Arcade Adventure of the Year 1991' in the American Gameplayer's magazine awards.

Dizzy is a bit fruity and likes nothing better for tea than a nice pear or banana. Collecting fruit here will take away some of the damage from those horrid creepy crawlies!

What a lovely day for a stroll in the park. The sun is shining and all the creatures are out to play. Look at the spider in the tree. He looks like a friendly fellow, but he isn't!

This is one egg that doesn't like rain. It gets his shell all wet and reminds him of the horror films where other eggy people get boiled alive and then have toast dunked into them!



The story so far...

There's this nasty wizard called Zaks who wants all the diamonds in the kingdom. He would if it weren't for the Yolkfolk — happy egg-like creatures who live in a tree-top village who mine the diamonds to trade with trolls in the local town.

To show he means business Zaks has kidnapped Dizzy's girlfriend — the village hero and general do-gooder — and put the whole kingdom under a spell which turns all good into evil.

Dizzy's quest is a tough one. He must rescue his beloved Daisy and sort out this Zaks once and for all. The Yolkfolk village and all the eggy people are depending on him.

He's no yellowbelly!

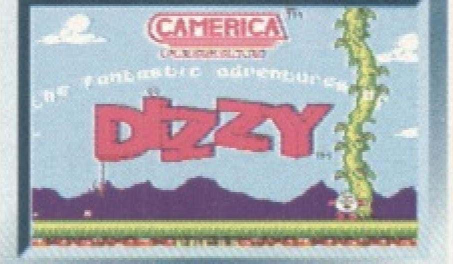
The main Dizzy game's played in scrolling sections with great cartoon-style visuals and some tricky but rewarding puzzles to be solved. Passing through certain doors or into other sections conjures up one of the sub-games.

Dizzy Down the Rapids sees our hero in a barrel floating down a river with a nasty troll in hot pursuit. Walking the plank on the pirate ship brings up Bubble Dizzy where bubbles have to be jumped on to escape from the depths of the ocean. A mining cart game helps Dizzy escape from the diamond mines with multiple tracks to select and runaway carts to avoid.

Other games that have to be found are the sliding puzzle for extra lives, Castle Crossbows and the mystery Final Tower Challenge!

There's just so much in it... you should see the size of the chicken's bum!

FORCE FAX

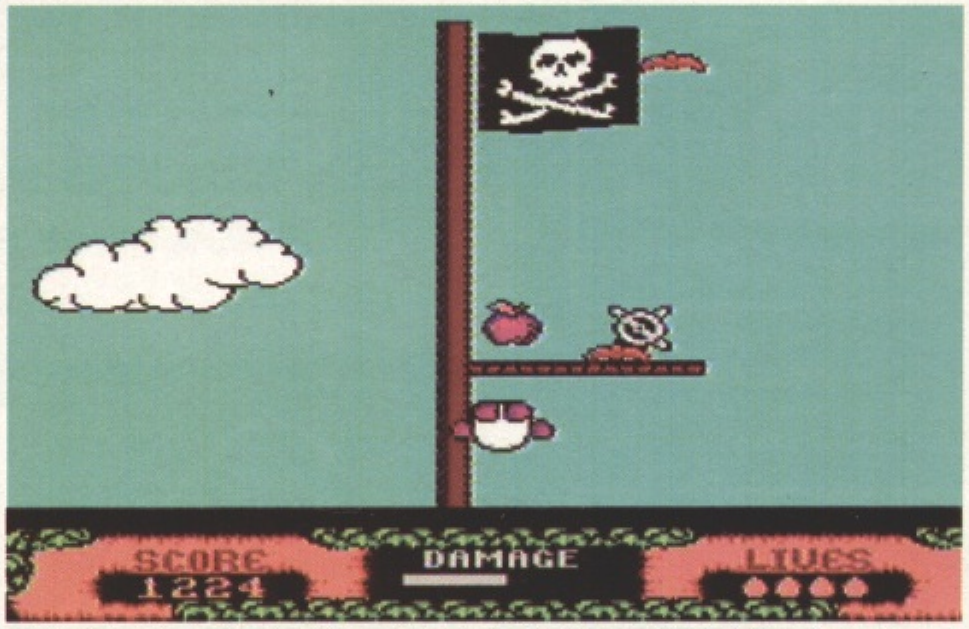


The layout of the treehouse level has been simplified to make the game much more accessible to the first-time player.

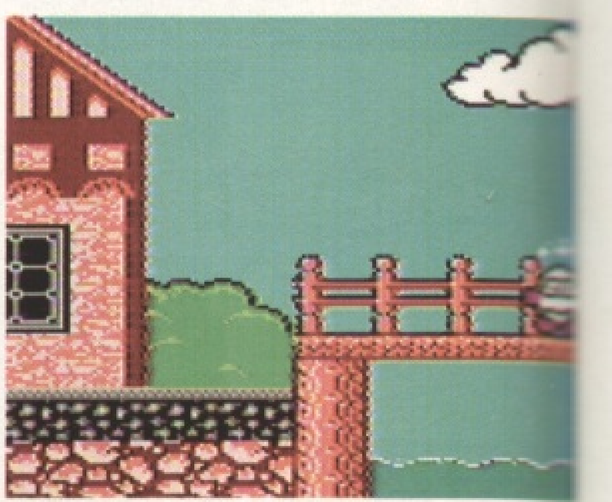
FORCE FAX



The Fantastic Adventures of Dizzy is only available on the new Code Masters Plug-Thru system. This means NESers can pick it up for a measly £29.95!



Yo, ho, ho and a bottle of rum! This ship is flying a pirate's flag and the nice gentleman who welcomed me aboard was called Mr Blackbeard! There's something odd going on here — never mind I'll just do a few somersaults for a laff instead?!



Bridge over troubled water — it looks like Dizzy has forgotten his toll money yet again. Boy is he eggsasperated!





Wey-hey! Watch out there Mr O'dile this egg's coming through! Have you tried Biactol for your scaly face?







Splish, splash I was taking a bath! Dizzy jumps in a barrel, just for a laff (after drinking its contents, of course).

Spooky goings on down in the graveyard (left). Is Dizzy going to church for Sunday mass or has he got a spade up his sleeve? Dirty old man...

■ **Producer**
Code Masters
■ **Players**
1
■ **Price**
£29.99 (Plug-Thru

N-RATING

VISUALS 92
Still got cracking animation and some nice weather and light effects

SONICS 91
A nice jolly tune to start the game off and lots of great effects

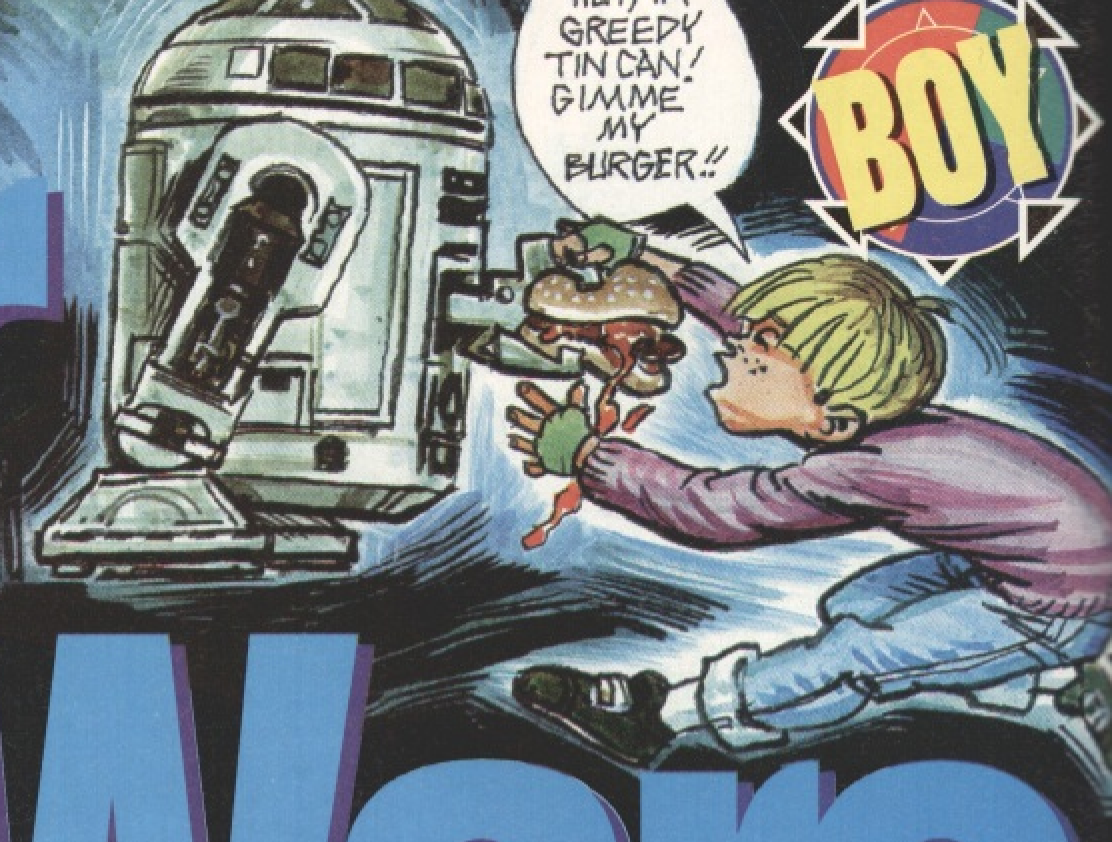
PLAYABILITY 93
Slightly improved over the US version, less tedious gameplay

LASTABILITY 92
Speedy movement and tweaking on the puzzles makes it more addictive

FORCE 92
It's still Dizzy, it's still fantastic and you'd still better buy it!


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0839-007820
WIN A MARIO PINBALL MACHINE
IT'S HUGE
THEY SAY WE'RE CRAZY! HOW CAN WE GIVE AWAY A PRIZE THIS BIG? A FULL-ON MARIO BROS PINBALL MACHINE! ARE WE MAD? OF COURSE WE ARE!! WE'RE MARIO MAD!!
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WIN A HOLIDAY IN SUNNY CALIFORNIA!!
PLAY THE CALIFORNIA QUIZ! CALL 0839 007826
WIN!! A FANTASTIC HARO MOUNTAIN BIKE!! PLAY THE QUIZ NOW
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Star Wars



BOY



Travelling through hyperspace ain't like dustin' crops boy! NICK uses The Force...

From harvesting water on his uncle's desert farm to striking against The Death Star, Luke Skywalker's been there and done it all.

The galactic adventurer with the cheesy grin has won the hearts of millions fighting the titanic battle against his father, the evil Darth Vader.

This first *Star Wars* game on the Game Boy follows the scenario of the NES version and the movie very closely.



Instead of scoring points swatting aliens, players complete tasks in different sections. When the game-over message arrives the percentage completed is shown.

Things start with a Landspeeder skimming about the Tatooine desert with lasers and sand creatures to avoid. Drive it into a cave and Luke appears with laser gun in hand to polish off any alien who pops his head inside for a look. The search is then on for Luke's mobile dustbin mate, R2-D2. He is eventually found hiding in the corner of a Sandcrawler beeping and splurting to himself!

Other levels see Luke fighting Stormtroopers in the street, flying through asteroid fields and conquering the Death Star — all in a day's work really…

You Rebel scum!

This is one great game for fans of the *Star Wars* movies. You act out the original film, scene-by-scene, with some attractive graphics and sound thrown in as icing on the cake. All the characters — Han Solo, C3PO, R2D2, Chewbacca and Darth Vader — chatter between levels to set the scene for the next piece of action.

Going's tough to start with — Luke bounds around caves looking for R2-D2 while getting attacked and shot at from all directions (nobody ever said it was going to be a picnic!) Sort out what's going on and things get a bit easier — there's a continue option to stop any frustration from complete restarts.

> **"You actually act out the original film!"**

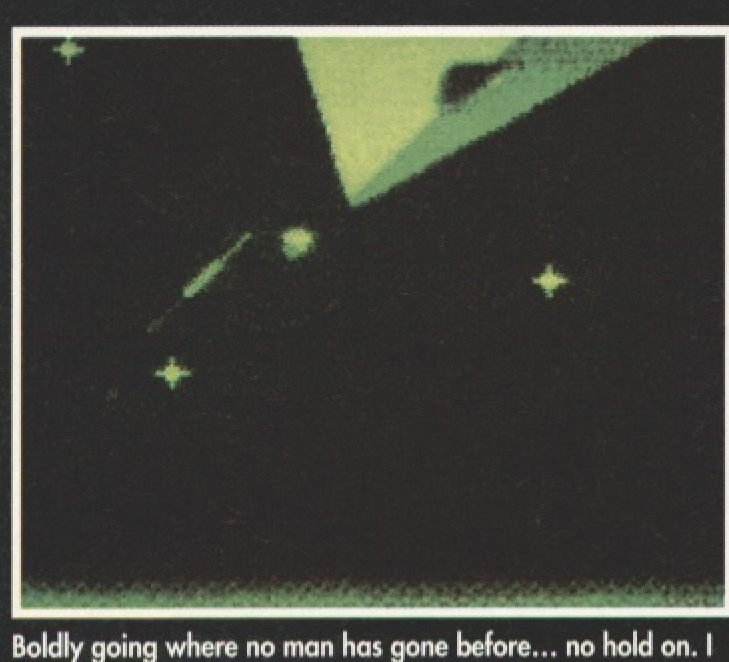
Star Wars on the Game Boy's a great conversion of an excellent movie. Open the blast doors — fans of the big screen epic should have a look at this. ***NICK 74%***

A long time ago...

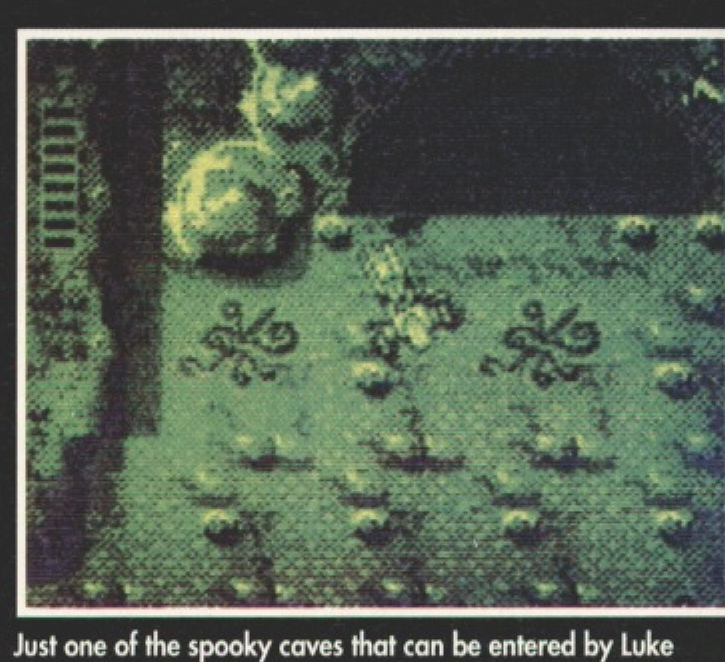
…In a galaxy far, far away, the Old Republic led fairly and peacefully, championed by the noble Jedi Knights. Their rule became legend as Governor Palpatine rotted the Imperial Senate from within, forging an all-powerful tyrannical Empire and crushing all who defied him…

So the scene was set for the 1977 blockbuster, *Star Wars*. Millions of movie-goers around the world followed the adventures of Luke Skywalker, Han Solo and Princess Leia in their titanical clash with Darth Vader — starting the trend of Summertime box office-breaking mega-movies. It was later subtitled *A New Hope* and slotted in as part four of a nine-part saga, when handsome profits ensured sequels — 1981's *The Empire Strikes Back* and *Return Of The Jedi* in '83.

Almost ten years down the line from the Empire's last defeat, there's not even a glimmer of further *Star Wars* movies, though rumours abound. Has the Dark Side of the Force finally won?



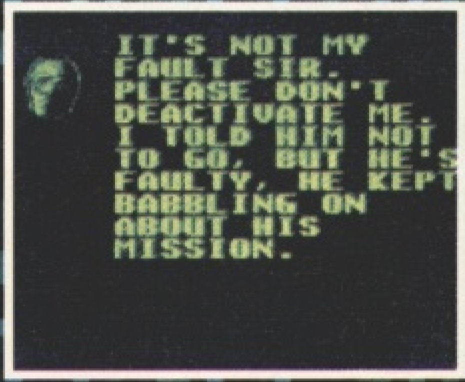
Boldly going where no man has gone before… no hold on. I think we've got our wires crossed here somehow!



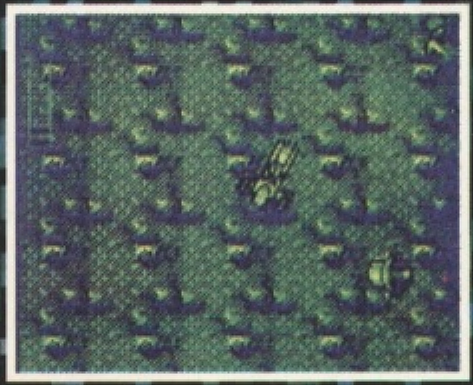
Just one of the spooky caves that can be entered by Luke Skywalker. I hope he's got a torch with him!



As *Star Wars* is one of my favourite films, I couldn't wait to get stuck into the Game Boy conversion. The first thing that impressed me was the size of the game — I played for ages and was still only half-way through! Early platform sections are easy but tougher as the game progresses. Graphics are moody and atmospheric and Luke is large and well defined. My only gripe — I was disappointed with the sonics and in-game FX. A great opportunity to make the most of the film's classic soundtrack has been squandered. All in all a title that should provide hours of entertainment — guaranteed to be a great Christmas hit! **CHRIS 84%**



Poor old C3PO. He can never stop worrying about things. Here he's talking to Luke about the mysterious disappearance of R2-D2. The silly dustbin has gone and run off!



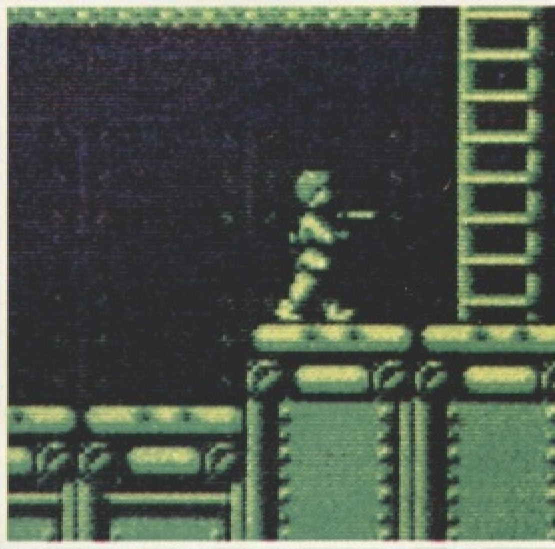
Racing over the desert looking for another cave to explore. May The Force be with you!



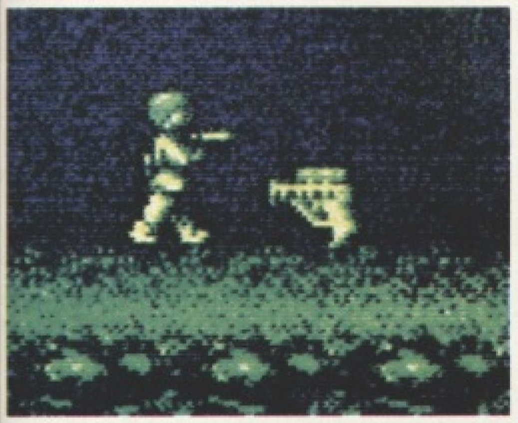
FORCE FAX



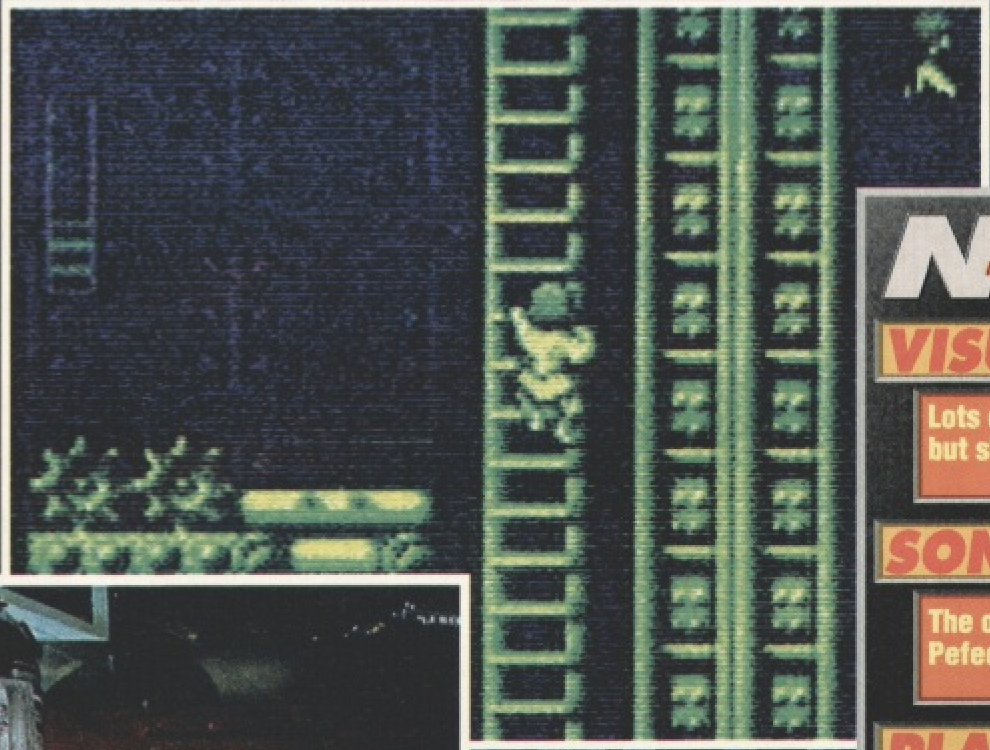
Some of the gaps in the Sandcrawlers are too wide to jump normally. But by taking a run up Luke can jump much further and avoid them.



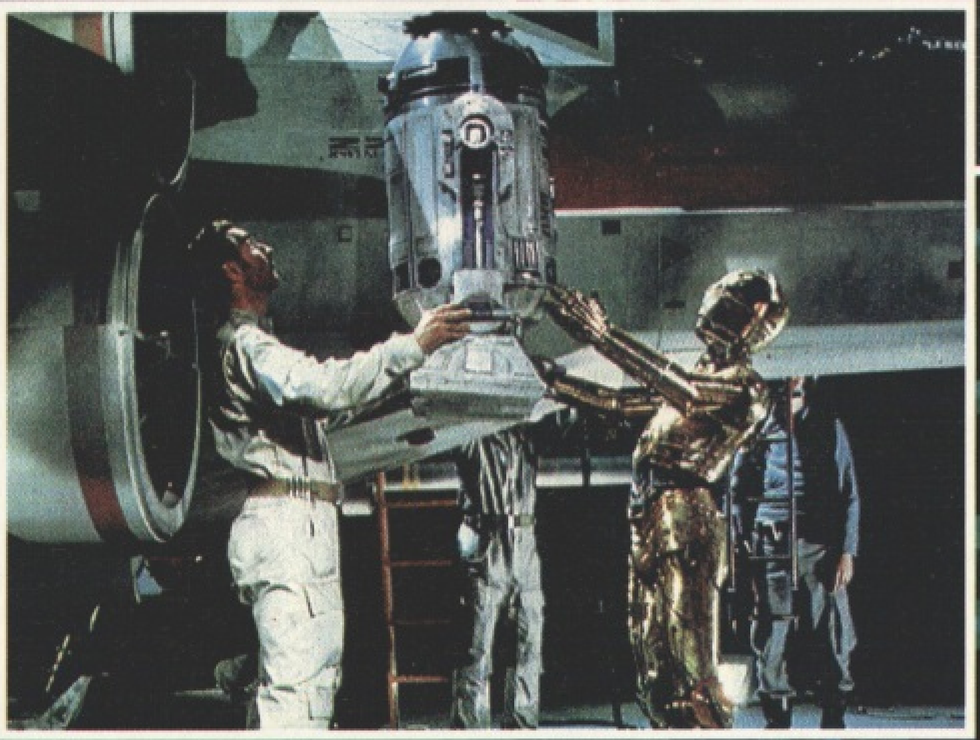




My what a big gun you have! All the better for blowing your face off dearie! More weaponry is always useful here.



The Sandcrawlers are full of ladders and obstacles. Here we see Luke zipping up the ladder in search of R2-D2!



Producer
UBI Soft
Players
1
Price
£25.99
Supplier
Playtime

N-RATING

VISUALS 75
Lots of detail in the backgrounds, but slightly dodgy animation

SONICS 80
The original theme tune of course! Pefectly reproduced

PLAYABILITY 70
A little slow to start but some challenging levels later on

LASTABILITY 74
Lots of nooks and crannies to explore with infinite continues

FORCE 79
Fans of the trilogy will absoulutely love this!

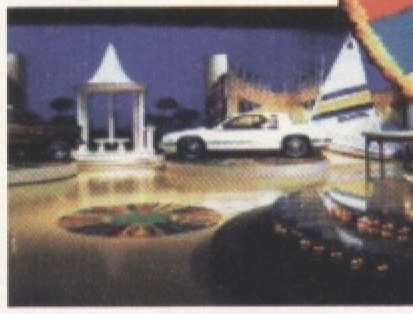


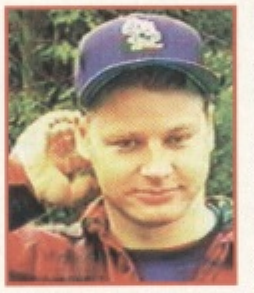


Wheel of Fortune

SNES







What have Nicky Campbell, Vanna White and CHRIS RICE got in common?! They all wear make-up and get paid huge amounts for smiling lots!

Nice to see you, to see you, nice! Tired of brain-numbing shoot-'em-ups? Sick of armchair sports sims? If you fancy yourself as a young Einstein, your IQ's bigger than your shoe size and you've always wanted to win a holiday with 300 lager louts in Torremelinos, then *Wheel of Fortune* could be the game for you.

Based on the popular American quiz show, now showing on British TV, the aim's to solve numerous word puzzles by spinning the wheel for cash and choosing a letter. Keep on spinning until you answer incorrectly or land on a bankrupt or lose-a-turn section of the wheel.

Whoever has the most money once the puzzles are solved qualifies for the grand final and the chance to win a Porsche 911, diamond necklace and luxury holiday — only problem is they're not real!

A bit of bully!

Action's for up to four players with the computer making up the numbers if required — and lets face they'll probably have to! If you have four friends that'll play this for longer than an hour, then you need to seriously evaluate your social life!

It's obvious all the memory's gone into the intro and credit sequences, and the game suffers badly for it. The sampled handclaps are embarrassing, though Vanna's speech is excellent. There is a good variety of puzzles but the novelty soon wears off.

All in all, a lifeless cart without enough action to warrant the price. Save your cash!

CHRIS 45%



Above: Herer they are! With a crew like this it's bound to be a good laugh.

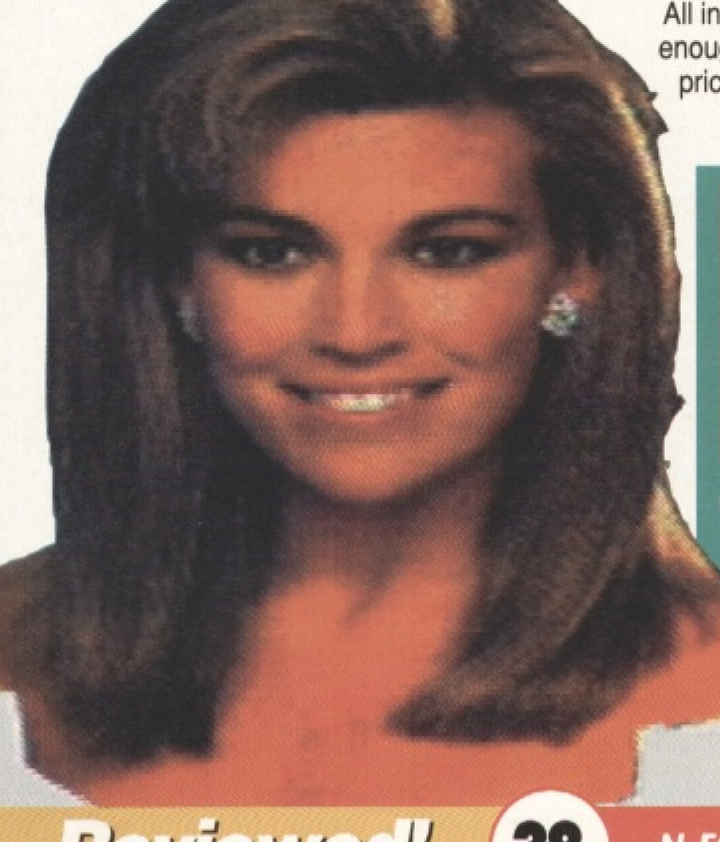


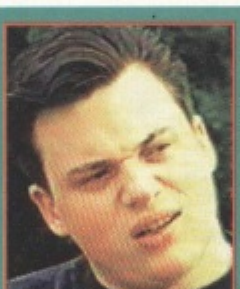
■ Producer
Game-Tec
■ Players
1 - 4
■ Price
£42.00
■ Supplier
Zonetec Tel: 081 4714810

FORCE FAX



Solve the puzzle to win the prize in the envelope. Choose three consonants and a vowel, then get your thinking trousers on!





All the great game shows eventually turn up as console games. Which is strange really as most of them are unbelievably naff! *Wheel of Fortune* is no exception. There's no Nicky Campbell to get up your nose but the format's the same. Lots of terrible animation and horrid graphics clutter every corner of the game. Its only saviour is the reasonable digitised speech that blurts out on selection screens. If you want to play *Wheel of Fortune* apply to the TV company and win yourself some cash in the process! Don't buy this though, it ain't worth diddly-squat!

NICK 30%

N-RATING

VISUALS 40
Apart from a gorgeous picture of Vanna White, the rest of the graphics are naff!

SONICS 50
Excellent sampled speech but the hand claps and special effects are dreadful

PLAYABILITY 45
Easy to play but doesn't hold the attention for more than five minutes. Better to watch it on telly!

LASTABILITY 40
Good variety of puzzles. A laugh for a group but tiresome for the single player

FORCE 37
Not enough action to make it worth the money!

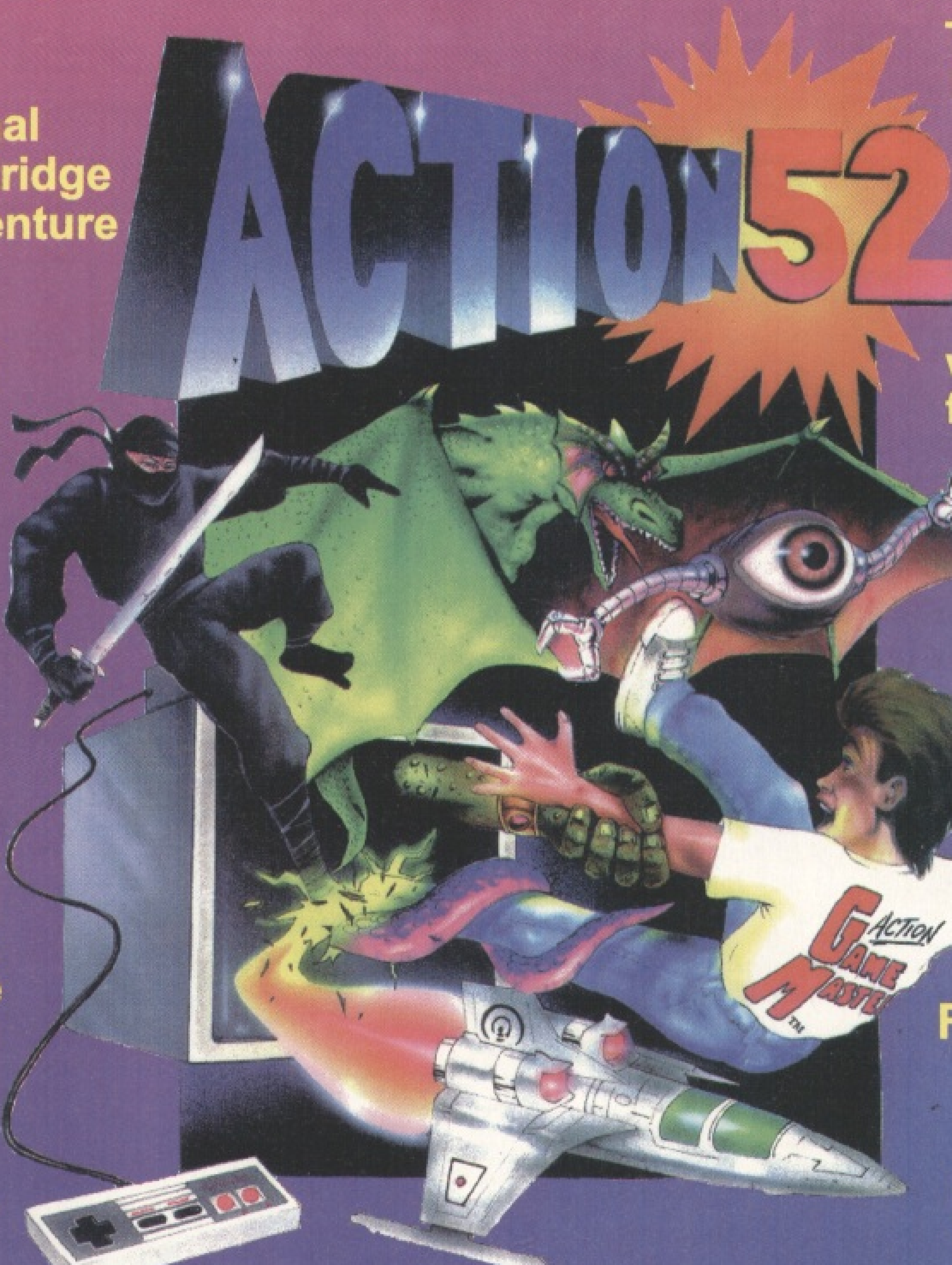
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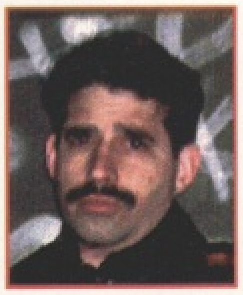
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ALLOW 2/3 DAYS FOR DELIVERY



Was that MARSHAL just coming out of Morticia's bedroom with a big cheesy on his face? He ain't going to be popular when Gomez finds out!

SNES

The Addams Family

Pugsley's Scavenger Hunt



Just when you thought it was safe to start singing 'ookey kookey' again, those crazy Addamses are back with a vengeance! Yes, you've been invited for another weekend at their 'stately' mansion to take Pugsley through level after level of wild and wacky platform adventure.

Based on the new animated cartoon series just starting in the States, this is the second Addams adventure to hit the SNES in less than a year. The game's due in Britain 'round March and by the look of it, it's going to be big! Visuals are great, sound effects are varied and the whole thing's complex and requires plenty of patience and timing. What more could you ask for?

Sisterly love...

So here's how it goes: sweet little Wednesday has hidden six strange objects throughout the Addams home — great stuff like octopus ink, spider's venomn and mouldy cheese (yum)! You — parading around as Pugsley — must find each of them. Easy hey?!

> **"The SNES has never looked this good before"**

You'll soon find some of these hiding places are somewhat strange — what a BIG surprise! To top it off, Wednesday's laid traps around to catch her brother off-guard.

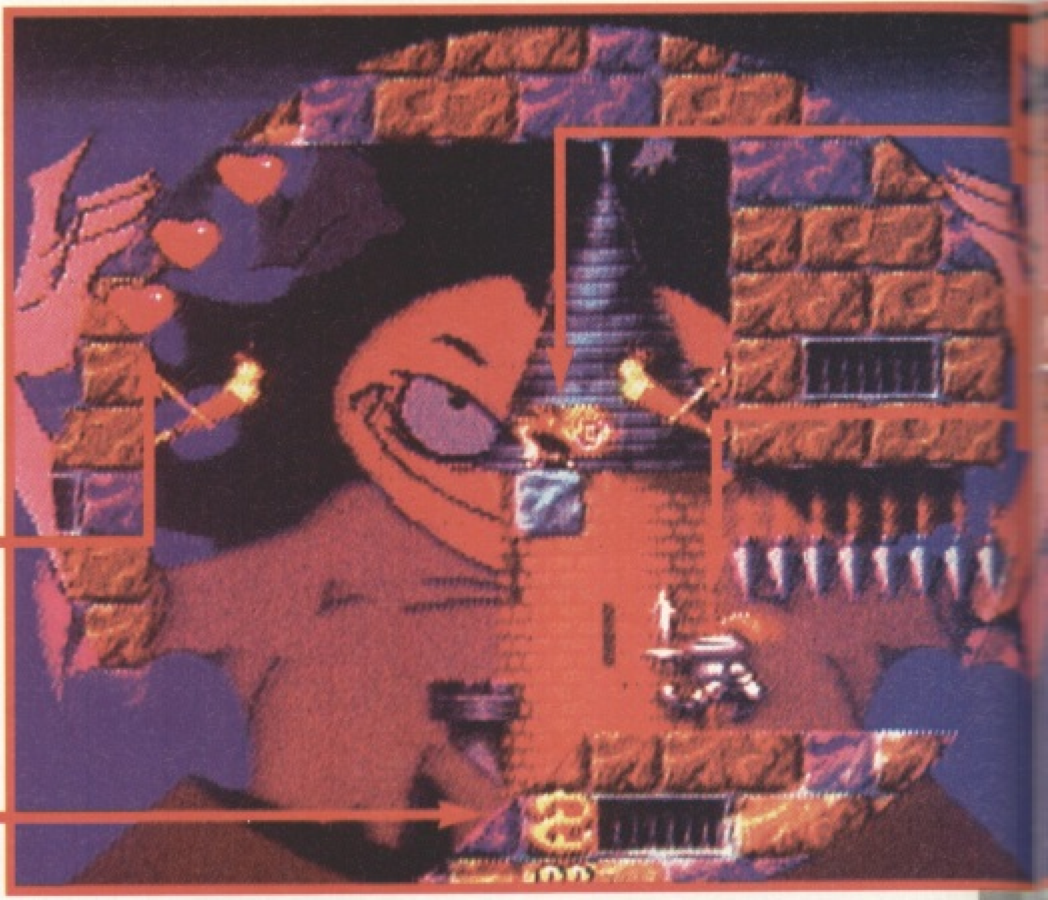
There are disguised switches to be found and activated — sometimes in specific sequences, sometimes more than once. And what kind of place would the Addams' Mansion be if there weren't secret passages and doors strewn about?

Yes, we're talking serious platform action with all manner of trouble to navigate through in order to reach the exit of a room, cavern — whatever it is Pug's gotten into.



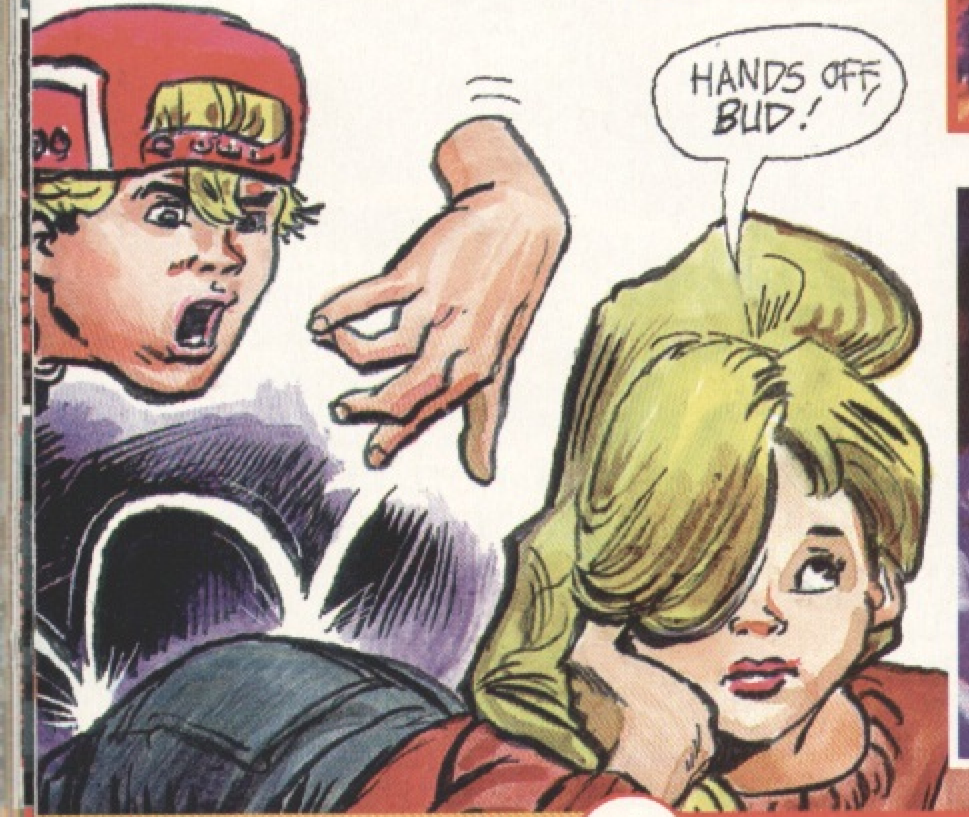
Cartooncapers

Both *Addams One* and *Two* have a cartoon feel and look to them but in my book Pugsley's Scavenger Hunt's the winner of the two. The SNES has never looked this good before — bathroom tub porcelain is spot-real, the bubbles fantastic. Background detail and animated effects are really top notch — you can't do this on a system which won't push thousands of apparent colours at ya! The multi-layer parralax scrolling's a mapper's nightmare, ultra-smooth and quick and music does its bit. If ever you doubted the ability of the SNES then make sure you take a look at this. Well that's all from me, the rest's up to you!





Hearts represent hit points. You start with three, lose all of them and you die! And the money, well! Everybody wants some, and there's plenty here!





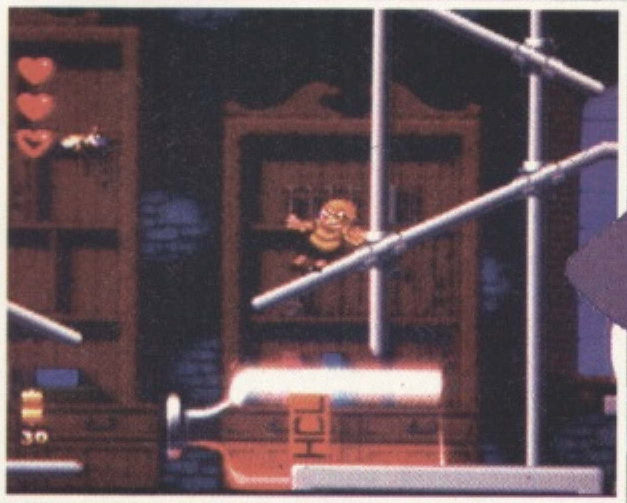
FORCE FAX

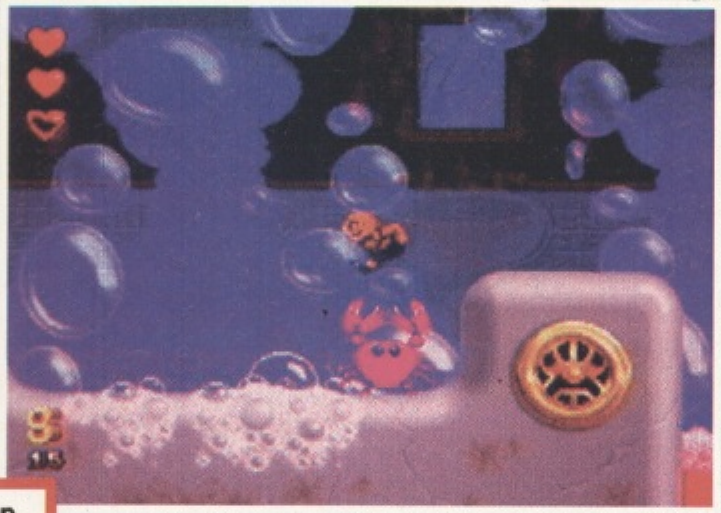


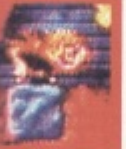
Pugsley just hangs out and starts eating a sandwich if he gets bored. Then he entertains you '*Exorcist*-style' by rotating his head!



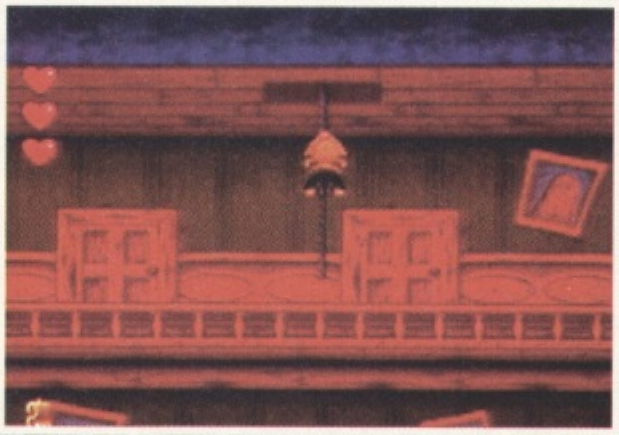
ms
nily
Hunt





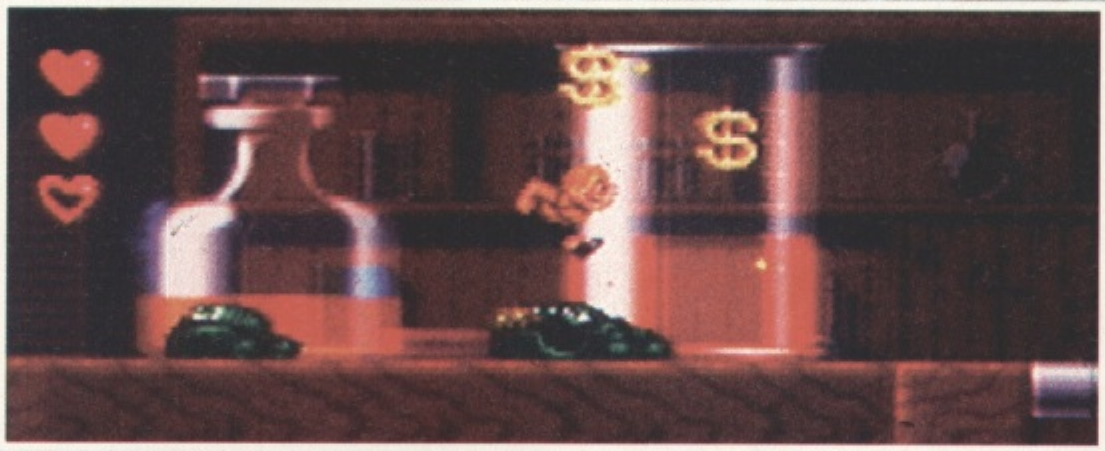


In Neds room, find and jump on hidden blocks, but get ready to jump on the knight to destroy him. *Pugsley's Scavenger Hunt* has many hidden levels and rooms to find, you'll be playing for yonks.



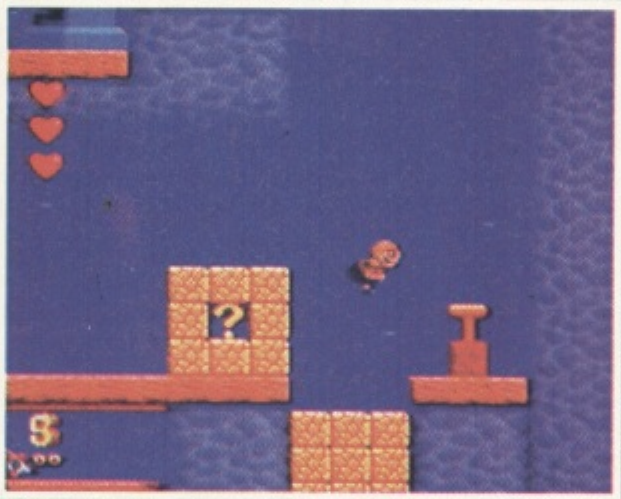


Get ready to jump on the knight but watch out for the spikes above him, they're lethal! Little lads have very juicy heads if spiked in the wrong place!



Stomp on the sludge in the big Doc's laboratory. The translucent effect through the glass jars is superb!







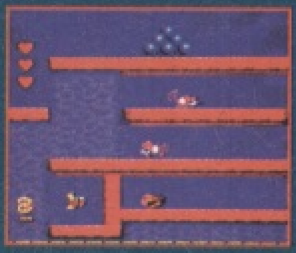
Your guided tour!



The Main Hall — you can go up the staircase (even slide down it just for fun!) There's hidden points if you're hyperactive enough (an asset for once).



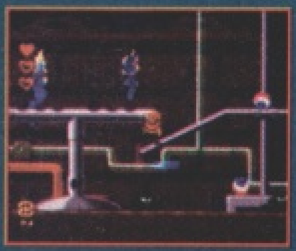
The Attic — where you're greeted by our hostess Wednesday. Pug's inside a crystal ball being watched over by a hideous witch. There are medieval knights and swords, pikes and all that 'ye olde British stuff'.



Cousin's Room — full of exploding cannons and dangerous mice with cheese grenades! Plus rocket missiles and something that looks like a slinky toy. Lots of goodies for the grabbing here.



The Bathroom — say hi to Gomez and then watch Pugsley reduced to the size of a soap bubble. There are all kinds of squeaky toys in the tub — little yellow duckies and rock lobsters.



Fester's Lab — what a delight! You're the rat in the maze. There are frogs to dissect, lab equipment to climb and bunsen burners to avoid unless you like having your butt fried. Plus plenty of neat slime dripping around.

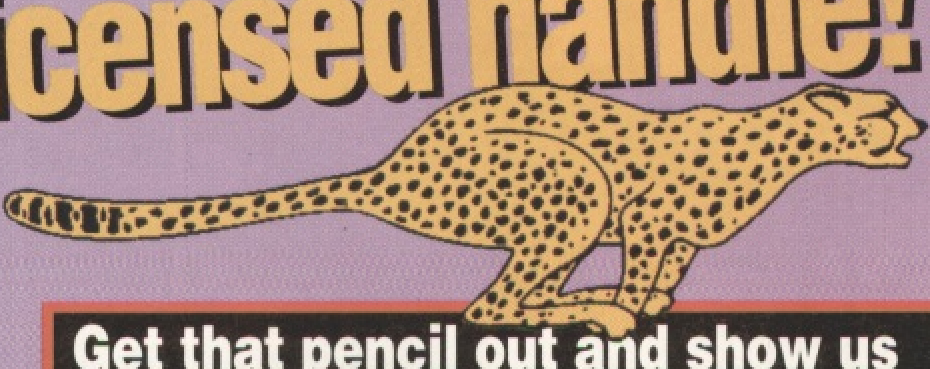


Morticia's Abode — a cross between an ice box and Siberia. Snow creatures and shards of ice dance around, and little penguins look oh-so-cute until they get a chance to stick their beaks in your (censored).



The Basement — staring a little head that traipses back and forth with a spikey hat, living drips made out of green slime and a barrage of metal balls with nicely honed points that sway to and fro ever so gently.

Get a grip on a licensed handle!



Having problems with your latest NES game? Can't get those jumps pixel-perfect? Always wanted an alien of your very own? What you need is one of the new *Characteristicks* from those inexplicably nice people at Cheetah.

The sticks not only feature the quality and responsiveness we already expect of this most innovative company, but also incorporate one of a range of film licences in the form of a life-like character moulded onto the joystick shaft.

The range includes:
- Batman Returns
- Alien 3
- Terminator 2
- Bart Simpson

Now here's the fantastic bit — thanks to skilfully managed PR and Doug spending hours groveling to the chaps and chapesses at Cheetah, we at the N-FORCE Tree House for the mentally disadvantaged and terminally short of cash have gotten our mitts on 20 of the Characteristicks — five each of the above list — to give away.

All you have to do to get your hands on this essential bit of plastic is to answer the five questions.



Get that pencil out and show us how smart you are...

1. Batman is also known as...
a. The Dark Knight b. The Dark Sprite c. That chap with the pointy ears

2. The space ship in the original film *Alien* was called...
a. The Quasimodo b. The Nostromo c. The Nostradamos

3. Arnold Schwarzenegger, star of the *Terminator* films, has a favourite saying — is it...
a. This game is crap b. I'll be back c. Don't go away, I shall return shortly

4. Bart Simpson asks you to eat what?
a. His Abostinian goat's cheese sandwich b. His vest c. His shorts

5. Which character would you like to be your special friend?
a. Arnie b. Alien c. Bart d. Batman

Answers on a postcard to — **An Alien Terminator in the hand is worth two bats in Bart's shorts compo, N-FORCE Tree House, Europress Impact, Ludlow, Shropshire, SY8 1JW.**
And don't forget the editor's decision is final because he's Australian and no correspondence will be entered into because he can't write. Oh, and say if you don't want some mail from other companies.

On yer bike

Dust off your mountain bikes and prepare to strap on the latest in ear-bursting pyrotechnic entertainment by Creative Concept Development.

This bit of Mariobillia buckles onto the handlebars of your bike and delivers at the touch of a button eight exciting electronic sounds along with flashing lights.



Wetted your appetites? Right then yous guys and gals get those scribbling sticks out and answer the three questions to win one of the 20 Mario Bike Blasters that our splendid chums at Creative Concept Development have given us to lavish upon N-FORCE fiends.

For those of you who can't wait or are too lazy to enter, the Blaster is available direct from: Super Mario Bros Bike Blaster, PO Box 92, Reading, Berkshire, RG4 7HX priced £9.99 (inc. postage and packing).

He's chubby, he's Italian and he could be sitting on the handlebars of your bike. So what are you waiting for!

1. Is Mario...
a. A baker b. A plumber c. A dental technician with halitosis

2. What was Mario riding in his latest SNES game?
a. A little red Corvette b. A Skoda c. A kart

3. Is Mario's friend Yoshi a...
a. Green dragon b. Green drag artist c. Purple Aard-vark

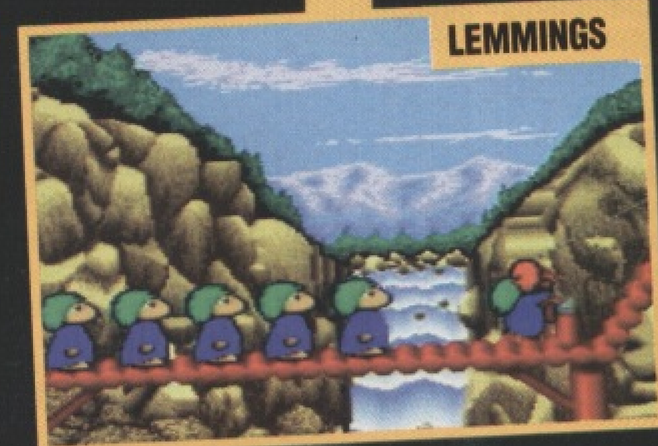
Answers on a postcard to **Mario Bike Blaster Compo, N-FORCE Tree House, Europress Impact, Ludlow, Shropshire, SY8 1JW.**

The editor's decision is final because he likes Vegemite, and if you don't want mailing from other companies, say so!

Ace's High!









SNES
Lemmings, Parodius, Phalanx, Street Fighter II, Super Pang, Super Soccer

NES
Contra III, Little Nemo, Rescue Rangers, Totally Rad

Game Boy
Bubble Bobble, Super Hunchback



Twenty four hours a day, seven days a week and 365 days of the year, Chris 'ACE' Rice eats, sleeps dreams and belches Nintendo games. If you want to know how to do what, where, when, why and to whom, don't hesitate to ask the man himself...

Hello, and welcome to the new-look Ace's High! Forget the other mags, we've now got 16 colour-packed pages filled with all the best tips and cheats for you to pull out and keep. How can you say no?

As well as the regular tips, solutions, Game Genie gallery, and Action Replay extravaganza, each month I'll be solving the toughest games in each field.

I've chosen shoot-'em-ups to start with — *Parodius* and *Phalanx* — but from now on it's up to you. Write and tell me what type of games you're having problems with and I'll sort them out.

Don't forget there are N-FORCE T-shirts for the sender of the best tips and maps. Also Deekay (UK) peripherals for the best Game Boy tips/maps and for NES owners there's a cart of your choice for the most original Game Genie Codes.

So game fiends, no matter if you're a 16-bit, 8-bit or a hand-held fanatic, you've got more reasons than ever to tune in to Ace's High. Now it's time to sit back, grab that game that's been driving you mad and prepare to have all your problems solved.

Send tips to: ACE'S HIGH, N-FORCE, EUROPRESS IMPACT, LUDLOW, SHROPSHIRE SY8 1JW

P.S. Special thanks to Nick for all his hard work on *Parodius*. I owe you one, mate!



Lemmings

Those suicidal rodents driving you mad? Feel like throwing yourself off a cliff? Worry no more, Lee Townsend and Adam Chandler from Islington have sent the codes for every infuriating level of the UK version of *Lemmings*. Thanks a lot guys! You've saved game freaks everywhere loads of hassle. To show my appreciation I'm sending you something only money can buy! Yup, you guessed it, the most essential fashion accessory since self-washing boxer shorts. Available in three groovy colours —

Street Fighter II

Thanks to all those who phoned me with the cheat allowing red Ken to fight red Ken and white Ryu to take on white Ryu. Here's what you do!

For Ken Vs. Ken, start the one-player game and wait until the computer selects Ryu for you. After you've flown to the Ken stage press [START] and select Ken on Joypad Two. You now have Ryu Vs. Ken in the USA. Don't touch anything and let the time elapse four times. Ryu loses and you get the continue screen. Press [START] on joypad two before the timer reaches zero. You return as red Ken. You're the one on the right!

The cheat for Ryu's a little more complicated. Choose one player game and select Dhalsim with joypad one. Wait until he flies to Ryu stage (you may have to try more than once) then press [START] on Joypad Two and select Blanka. Let all four rounds pass and Dhalsim is beaten. On the continue screen press [START] on Joypad One. Select Ryu. You're the Ryu on the player one side.





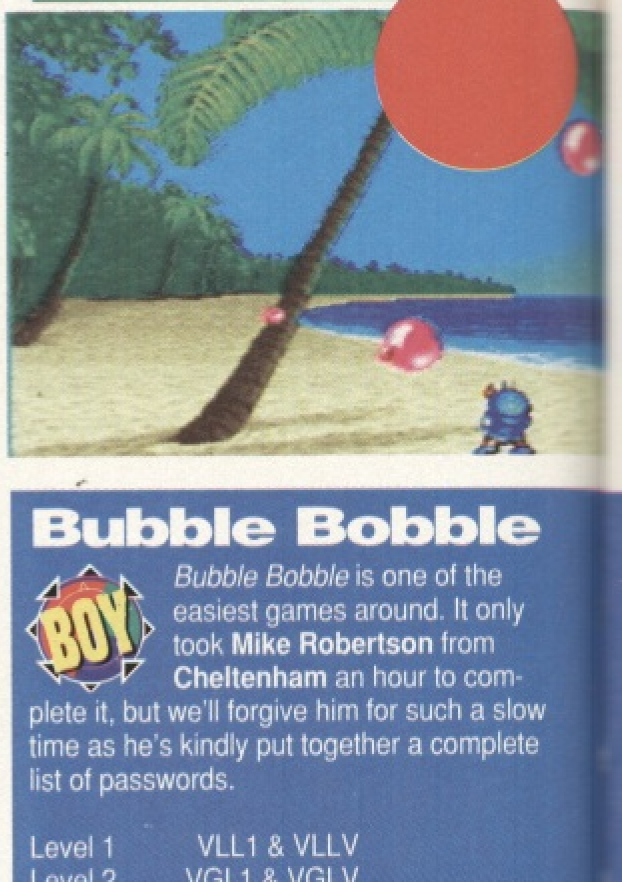
Super Soccer

Sick of getting stuffed by your mates at *Super Soccer* (UK version)? If you can't afford Allan Shearer, try this cheat from **Harperben Sighu** from **London** which allows you to choose the Nintendo all-star team. Choose a two player exhibition game and let Player One choose his team first. Player Two selects any team, holding down [B] and [START] and he automatically becomes the Nintendo team!



Super Pang

Thanks to **Ian Crome** from **Norwich** for telephoning with this tip for a level select. On the game select screen press [L], [R], [R], [L], [UP] and [DOWN].



Bubble Bobble

Bubble Bobble is one of the easiest games around. It only took **Mike Robertson** from **Cheltenham** an hour to complete it, but we'll forgive him for such a slow time as he's kindly put together a complete list of passwords.

Level 1	VLL1 & VLLV
Level 2	VGL1 & VGLV
Level 3	KLL1 & KLLV
Level 4	KGL1 & KGLV
Level 5	WLL1 & WLLV
Level 6	WGL1 & WGLV
Level 7	JLL1 & JLLV
Level 8	JGL1 & JGLV
Level 9	XLL1 & XLLV
Level 10	XGL1 & XGLV
Level 11	HLL1 & HLLV
Level 12	HGL1 & HGLV
Level 13	ZLL1 & ZLLV

GAME GENIE *GALLERY*



Welcome game fiends everywhere to the Game Genie gallery. Each month you'll find on display all the latest and exclusive codes to your favourite 8-bit titles. Don't forget new codes are there to be found by everyone and Hornby and CodeMasters are giving away a free game of your choice to the sender of the most ORIGINAL code each month. We'll be checking so make sure they haven't been printed before. So what are ya waiting for! Get cracking and send those entries to me at Ace's High, Game Genie Codes, N-FORCE, Europress Impact, Ludlow, Shropshire, SY8 1JW.

Rescue Rangers

Code	Effect
AOEITEEN	Infinite energy
ATUEENSL	Freeze bulldog
AVKAVNSL	Freeze mice
AVOPTESL	Freeze buzzer
AVNOLKSL	Freeze buzz bomb
AVVPZSSL	Freeze racket-Rod
ATSOTKSL	Freeze Ditz
ATSPANSL	Freeze Hawk Bomber
AVVOOUSL	Freeze bouncing boxes
ZEXKNPTE	Mega jump

Contra III: The Alien Wars

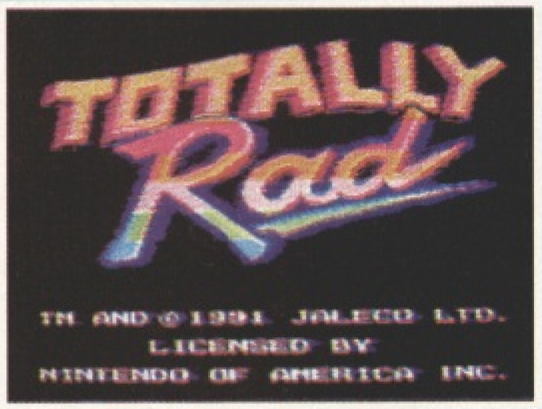
As soon as you appear on the screen move right a few paces. Now here comes the good bit — simply jump roll (guns blazing) through the entire (almost!) Level One. I say almost because obviously you can't do it at the battle fortresses or the sinking valley.





Totally Rad

Code	Effect
SZSEYXVK	Infinite lives
AEUZKTZA	Start with one life
IEUZKTZA	Start with six lives
AEUZKTZE	Start with nine lives
SVVNTKON	Don't lose energy from baddies
GXXAPKSN	Infinite magic
A00AYGA0	Super jump
Y00AYGA0	Mega jump
TEEONALA	Half life or magic gives full energy
SZVAYIVG	Immune to fire and water



Level 14	ZGL1 & ZGLV	Level 43	HLLF & HLLK	Level 72	JGL3 & JGLW
Level 15	GLL1 & GLLV	Level 44	HGLF & HGLK	Level 73	XLL3 &XLLW
Level 16	GGL1 & GGLV	Level 45	ZLLF & ZLLK	Level 74	XGL3 & XGLW
Level 17	1LL1 & 1LLV	Level 46	ZGLF & ZGLK	Level 75	HLL3 & HLLW
Level 18	1GL1 & 1GLV	Level 47	GLLF & GLLK	Level 76	HGL3 & HGLW
Level 19	FLL1 & FLLV	Level 48	GGLF & GGLK	Level 77	ZLL3 & ZLLW
Level 20	FGL1 & FGLV	Level 49	ILLF & ILLK	Level 78	ZGL3 & ZGLW
Level 21	3LL1 & 3LLV	Level 50	IGLF & IGLK	Level 79	GLL3 & GLLW
Level 22	3GL1 & 3GLV	Level 51	FLLF & FLLK	Level 80	GGL3 & GGLW
Level 23	DLL1 & DLLV	Level 52	FGLF & FGLK	Level 81	ILL3 & ILLW
Level 24	DGL1 & DGLV	Level 53	3LLF & 3LLK	Level 82	IGL3 & IGLW
Level 25	4LL1 & 4LLV	Level 54	3GLF & 3GLK	Level 83	FLL3 & FLLW
Level 26	4GL1 & 4GLV	Level 55	DLLF & DLLK	Level 84	FGL3 & FGLW
Level 27	CLL1 & CLLV	Level 56	DGLF & DGLK	Level 85	3LL3 & 3LLW
Level 28	CGL1 CGLV	Level 57	4LLF & 4LLK	Level 86	3GL3 & 3GLW
Level 29	5LL1 & 5LLV	Level 58	4GLF & 4GLK	Level 87	DLL3 & DLLW
Level 30	5GL1 & 5GLV	Level 59	CLLF & CLLK	Level 88	DGL3 & DGLW
Level 31	3BLL1 & BLLV	Level 60	OGLF & OGLK	Level 89	4LL3 & 4LLW
Level 32	BGL1 & BGLV	Level 61	5LLF & 5LLK	Level 90	4GL3 & 4GLW
Level 33	VLLF & VLLK	Level 62	5GLF & 5GLK	Level 91	CLL3 & CLLW
Level 34	VGLF & VGLK	Level 63	BLLF & BLLK	Level 92	OGL3 & OGLW
Level 35	KLLF & KLLK	Level 64	BGLF & BGLK	Level 93	5LL3 & 5LLW
Level 36	KGLF & KGLK	Level 65	VLL3 & VLLW	Level 94	5GL3 & 5GLW
Level 37	WLLF & WLLK	Level 66	VGL3 & VGLW	Level 95	BLL3 & BLLW
Level 38	WGLF & WGLK	Level 67	KLL3 & KLLW	Level 96	BGL3 & BGLW
Level 39	JLLF & JLLK	Level 68	KGL3 & KGLW	Level 97	VLLD & VLLJ
Level 40	JGLF & JGLK	Level 69	WLL3 & WLLW	Level 98	VGLD & VGLJ
Level 41	XLLF & XLLK	Level 70	WGL3 & WGLW	Level 99	KLLD & KLLJ
Level 42	XGLF & XGLK	Level 71	JLL3 & JLLW	Level 100	KGLD & KGLJ

Little Nemo
The Dreams Master

Been stuck on the Night Sea Level, ever since you got there? You've been trying to avoid it but you keep coming back hoping there might have been a fault. Well thanks to an anonymous tipster I can reveal the solution!

Collect the first key and swim down to the hermit crab, feed him some candy then jump down and dig in the sand until you find a bottle.

Collect the second key and dig down but don't stop where the screen does. Carry on and you find a 1-Up opposite. Dig towards the entrance and kill the monster by pressing [B].

Collect the 1-Up then get out. You find yourself back on the ship. Press [Select], get the bottle then swim at the top until you see a pink fish. Feed it some candy but watch out for the tadpoles. Get the fish and start swimming down. Pass the frog entrance and carry on swimming down until you find another entrance. Go through, continue to the dead end and touch the wall — you enter a secret room.

Swim up and you see a 1-Up. Collect it then carry on swimming up until you see a first aid box. Grab it, then start swimming down until you find a key. Pick it up and then get out. You find yourself near the dead end. Exit the way you came in and collect the frog.

Grab the key then get the first aid kit — watch out for the spikes and tadpoles. Collect the hermit crab, then dig under the sand to find the final key.

Press [Select] then jump onto the first ledge. Get the bottle, avoid the flying fish and make your way to the second ledge. At the third you come to a door. Open the door and you've finished the level.

Snow White, Jimmy White and Barry White —your very own N-FORCE T-shirt... Yeah!!!!

FUN LEVEL

2	FWKQCJK
3	TWXZKRM
4	JPJXFVW
5	KTJGTJK
6	HGNNNPX
7	MLLBCPQ
8	XBVCKLL
9	JWGWBBK
10	JJGKQPH
11	PWKZSXL
12	GGWWFXR
13	JPVSDSC
14	QSPRKMK
15	BXCHLQS
16	VDGQWSX
17	QGNLNFM
18	DNPFNQR
19	FQKKFHL
20	RMHDGBX
21	ZGBVCXV
22	ZXBLWZK
23	HTLDXLB
24	ZDGHTWD
25	CFHXPSM
26	PZBXCXB
27	CWLGDPT
28	WDNLSMJ
29	WBZWWCB
30	WXRRTMV

TRICKY LEVEL

1	SVZFJVM
2	BNLDXVC
3	FNGWLWW
4	RWHTQBK
5	GGVSQDZ
6	RTWHNTC
7	PBMBPFD
8	GTGCDKQ
9	KSRXKVK
10	TBHLCRC
11	XVJKXBQ
12	TMRSZMF
13	CVSDHLF
14	WXLBJBP
15	WZNFLWF
16	FVMTNWW
17	VVDRGWD
18	SRXBPPV
19	GRZHRPP
20	XTMWFCP
21	FLMTVPM
22	KSGVVWK
23	ZBPPBXG
24	WHCHBQV
25	LHDPGNV
26	HULXXTH
27	STVNDPK
28	JFTQVSX
29	SKKWSZD
30	SFLQQWR

CONT 46

TAXING LEVEL
1 LGJMTCD
2 BWNQXRZ
3 WGHQVRF
4 NRQKFRC
5 QRXZLSC
6 VGPDDWR
7 HPKBCCX
8 DSWLCTG
9 GWGCJHK
10 TNJVCGD
11 XKBFSBD
12 VKKCSFV
13 SJKNWWS
14 DQDGCBX
15 QTVGPTH
16 PFFFLPS
17 BPNRSMC
18 JLGKBCZ
19 PCVKZVR
20 QNWFKVZ
21 NTHZDKK
22 XQZSRDT
23 PTPMJDV
24 LXTZBHP
25 RLQGWSX
26 MHKNCDK
27 KWGCKWD
28 RKVHCBS
29 MGVJBKZ
30 QGSMMDM

MAYHEM LEVEL
1 KKXSKFK
2 NNBLXNL
3 JCPMTPC
4 TNPPCLS
5 RCPKPMD
6 GXZTLVK
7 LSWHNHR
8 SDRMFLF
9 HSHQXPK
10 CHBMWRT
11 LNRGMXC
12 WPSKBXN
13 LPBDVJJ
14 BGMLGSS
15 CZLMVGD
16 KVXLSQH
17 CQSSXRQ
18 MVRPMQJ
19 PMXDHBP
20 TWQBCXL
21 WVVFXWB
22 BSLMGQZ
23 MGGLXSF
24 DXBZRVX
25 BWQNKVK
26 RTBGJWD
27 HMGDJCQ
28 QZTJHSV
29 CQLRCHF
30 GNNBJWV

Phew! That's all folks. Once again a big thanks to the lads for all their hard work. If you think you can do better why not send your tips in?!

Super Hunchback

Send me to Notre Dame and call me Esmerelda! It's hunchtime again and the legendary **Andy Clarke** (...can't place the face but the name rings a bell!) has managed to weasel his way into these hallowed pages with the second half of the solution to this brilliant bell-ringing extravaganza.

Level Eight

■ Stage 1 ■

Leap across the metal platforms. Dodge the balls of electricity which frazzle poor Hunchy on contact. When you come to a vertical floating platform, leap past it into a tunnel containing four small bells. Ride the floating platforms and jump left to safety. Jump the gaps and ride the floating blocks, keeping a look out for a 1-Up heart below.

Jump and climb upwards collecting extra time on your way. At the top, use the bubbles from boiling cauldrons to grab small bells and fruit that are out of reach.

■ Stage 2 ■

Jump up across the platforms until you can go no further. Stand to the left of this platform and look for the swinging rope in the bottom left of the screen. Leap left and swing across the wide gap. When you reach the other side, drop down, while pulling left on the joypad, to find a 1-Up heart hidden off-screen. Climb up, past the rope swing and across three horizontal floating blocks to ring the big bell.

■ Stage 3 ■

The start of stage three is similar to Bonus Stage E — a row of sinking blocks disappear as you land on them. At the swinging demolition ball, time your jump and let the ball carry you across a seemingly impossible gap. There's a 1-Up heart at the top of the ball and chain.

Ride the vertical floater onto a long platform with four spinning band-saws. Grab the extra time available on the way. Jump to the next vertical floater and let it carry you up and down. On the left edge of the screen is a shadow of the next floating block. Use this shadow to judge when to leap across.

■ Stage 4 ■

An unusual right-left scroller. The key here's to skip over the spiked balls as they swing.

Level Nine

At last, the end is near. The final level's a complex combination of puzzle game and platformer. There are 100 mirrors on nine floors, some fixed, others you can rotate by pressing [B]. At the top are five electricity generators, each sending out balls of lethal lightning. A large jewel glows in the top centre. Position the mirrors to reflect the lightning balls so they reach the glowing jewel. The balls have only a limited life-span so choose the shortest possible route around the maze. Be sure to check the solution map for the best possible route to the jewel.

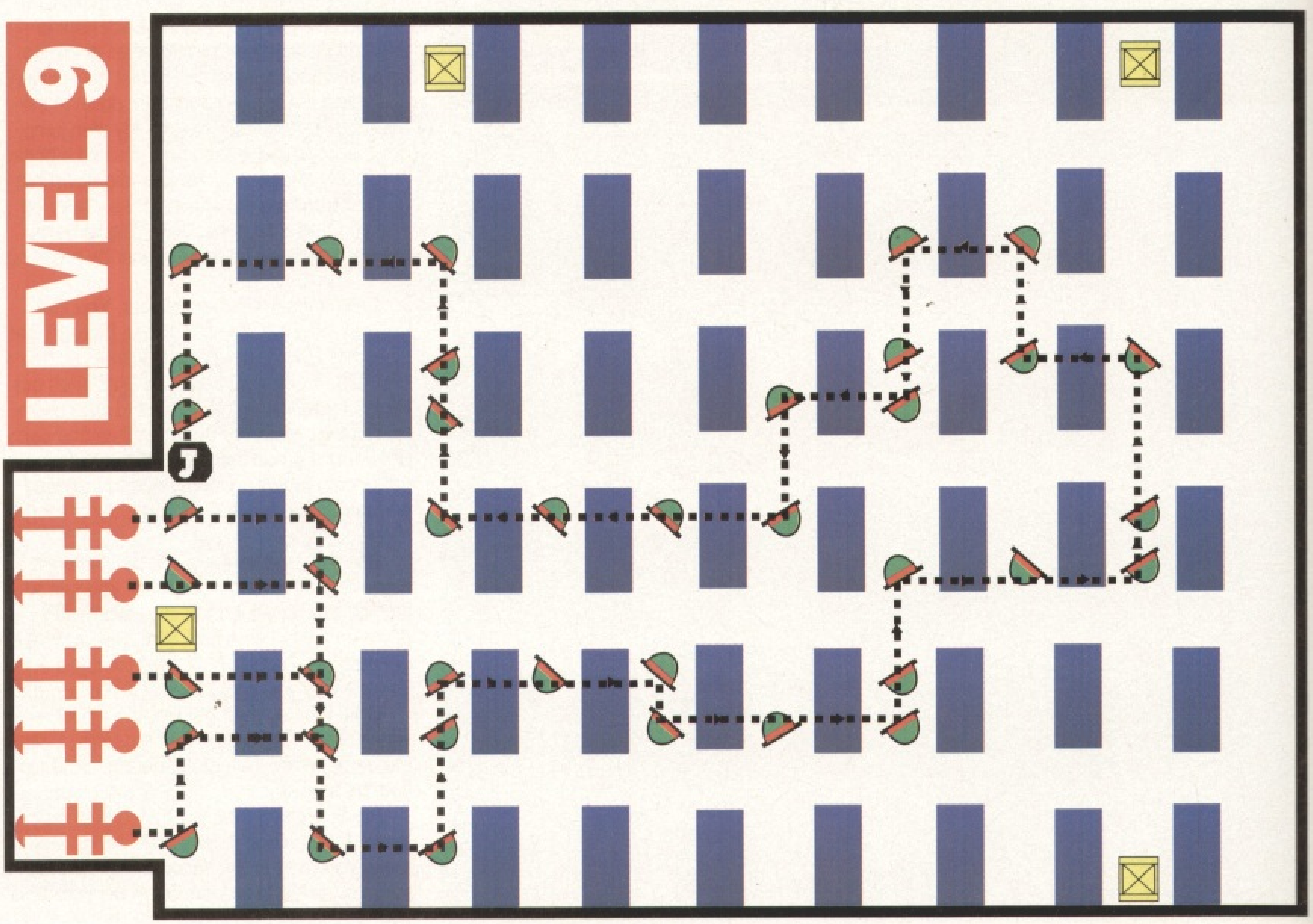
■ Conclusion ■

If you're successful, the jewel explodes, becoming a warp hole. Jump through the warp to rescue Esmeralda.

Andy's also found a secret room in **Level Six, Stage Four**, the third level to feature spinning band-saws. Move about halfway through, jumping over them. When you see a cannonball moving towards you from the right, jump onto it. Quickly jump from it onto a ball moving in the opposite direction. When you pass a tall pillar with a burning torch, jump up into the ceiling and you pass into a secret room above containing small hearts and two 1-Ups.

If you need any more help, here are some Pro Action Replay codes to give you more of a fighting chance.

Infinite lives:	0302 E0C3
Infinite time:	080C CBC3
Jump higher:	0706 EBC6
End sequence:	0108 96FF

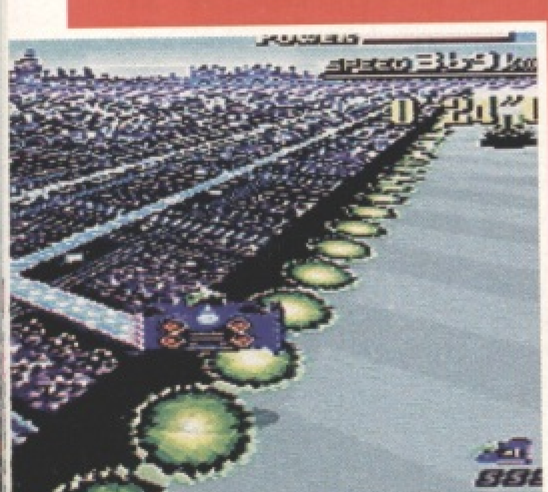




Having problems with those games? Been stuck on a level for weeks? Finished a game and your looking for a new challenge? Well help's on hand. Grab yourself a Datel Action Replay and take a peek at these codes guaranteed to brighten up all your favourite games. Special mention goes to **Harish Vekaria** from **London** and**Daniel** and **Julian Bertozzi** from **Jersey** for all their hard work. Thanks a lot lads. A T-shirt's on the way!

F-ZERO ■ UK ■

7E11 5000	Always finish first!
7E00 CA08	Infinite power
7E00 5902	Infinite lives
7E0C F301	Infinite turbo boosters
7E00 CAOB	Infinite power
7E00 5908	Infinite lives



Prince of Persia ■ Japan ■

7E05 0805: Infinite energy — if you fall on spikes or anything similar, move the switch to the inactive position (on the cartridge). This enables you to restart.

Top Racer ■ Japan ■

7E1E 6C03	Infinite nitros Player One
7E1E 6E03	Infinite nitros Player Two

Street Fighter II

7E0C 2BBO	Infinite energy
7E1A C899	Infinite time
7EOC EBBO	Infinite energy (Player One)
7EOE 2BBO	Infinite energy (Player Two)
7EOC ODOO	Same player in same colour (normal colour, Player One)
7EOE ODOO	Same player in same colour (normal colour, Player Two)
7EOC OD20	Same player in same colour (Ch. Ed colour, Player One)
7EOE OD20	Same player in same colour (Ch. Ed colour, Player Two)
7EOC 35BO	Silly mode (Player One)
7EOE 35BO	Silly mode (Player Two). To get player down turn switch down
7EOB F220	Both be the same player



WWF Wrestlemania ■ USA ■

7E06 EC30 Infinite energy for your wrestler — doesn't work on more than one. If you're playing tag-team or the survivor mode, one of your wrestlers (the first one you choose) will be the one with infinite energy.

Super Mario World ■ UK ■

7EOD B405	Infinite Mario's
7EOD BE05	Infinite Luigi's
7EOD C101	Infinite Yoshi's for Mario and Luigi, get coloured Yoshi.
7EOD C201	Indefinite mushrooms (Player One and Two) Then turn switch up.
7EOD C202	Indefinite fire flowers (Player One and Two)
7EOD 203	Indefinite stars (Player One and Two)
7EOD C204	Indefinite cape feath ers (Player One and Two)

Turtles In Time ■ USA ■

7E1A A004	Infinite lives Player One
7EO4 4A50	Infinite energy Player One
7E1A E004	Infinite lives Player Two
7E04BA60	Infinite energy Player Two
7E1A A002	Unlimited lives
7E04 4A50	Unlimited energy



TMNT IV: Turtles In Time

7E1A A099	Infinite lives (Player One)
7E1A E099	Infinite lives (Player Two)
7E04 4A50	Infinite energy (Player One)
7E04 8A50	Infinite energy (Player Two)
7E00 9661	Infinite time (on verses mode)

Final Fight ■ USA ■

7EOD 6EO5	Infinite lives
7EOD 1450	Infinite energy

Castlevania IV

7E13 F410	Infinite energy
7E13 F050	Infinite time

Super Ghouls 'N' Ghosts

7EO2 A402	Infinite lives
7E02 A905	Infinite time



Joe and Mac

7E08 1A92	Indefinite boomerangs for Joe
7E08 5A92	Indefinite boomerangs for Mac
7E08 1AA3	Indefinite fire for Joe
7EO8 5AA3	Indefinite fire for Mac
7E08 1AC4	Indefinite stone wheel for Joe
7E08 5AC4	Indefinite stone wheel for Mac
7E08 3501	Infinite keys for Joe
7E08 7501	Infinite keys for Mac
7E08 6202	Infinite lives for Mac



The Legend Of The Mystical Ninja

7EOO 9695	Infinite time
7E1A AF90	Infinite money (Kid Ying)
7E1B 5F90	Infinite money (Dr Yang)
7E1A B099	Infinite lives (Kid Ying)

Contra III

7E1F 8A63	Infinite lives (Player One)
7E1F CA63	Infinite lives (Player Two)
7E1F 8CO2	Infinite bombs (Player One)
7E1F CCO2	Infinite bombs (Player Two)

Indefinite Weapons

Weapon	Barrel	Player One	Player Two
Spread cannon	1	7E1F 8401	7E1F C401
Spread cannon	2	7E1F 8601	7E1F C601
Crackshell	1	7E1F 8402	7E1F C402
Crackshell	2	7E1F 8602	7E1F C602
Homing missiles	1	7E1F 8403	7E1F C403
Homing missiles	2	7E1F 8603	7E1F C603
Flame thrower	1	7E1F 8404	7E1F C404
Flame thrower	2	7E1F 8604	7E1F C604
Lazer gun	1	7E1F 8405	7E1F C405
Lazer gun	2	7E1F 8605	7E1F C605



7E1A AA99	Infinite power (Kid Ying)
7E1B 5A99	Infinite power (Dr Yang)
7E1A B299	Infinite energy (Kid Ying)
7E1A BA99	Infinite bombs (Kid Ying)
7E1A B699	Infinite bombs (Dr Yang)
7E1A B602	Indefinite Yokohama Yoyo for Kid Ying
7E1B 6602	Indefinite party whistle for Dr Yang
7E1B 000A	Indefinite sandals x10 (Kid Ying)
7E1B BOOA	Indefinite sandals x10 (Dr Yang)

Double Dragon III

SZVUPAAX	Protection for Billy, Jimmy and Chris
GVEPXGGI	Extra energy for Billy and Jimmy
GVEOXK2G	Extra energy for Kanzoli
ZXEPXGGS	Less energy for Billy and Jimmy
IXEOXKZG	Less energy for Kanzoli
ZUEONGGT	Less energy for Chris
GZXUPUVS	Infinite special weapons for all
GOOPKGIA	More special weapons for Billy, Jimmy and Chris.
AXOPKGIE	As above, but start with 40 special weapons.
AXOONGGO	Start with 40 special weapons for Kanzoli.
OZULGASX	More powerful punch, weapon and high kick.

Thanks to **Rick** at **X-Gen Video Games, Nantwich, Cheshire** for these Action Reply codes.

***Dinosaurs*:**

7E173102	Unlimited lives

***Gradius III*:**

7E007C03	Unlimited lives

***Axelay*:**

7E005E03	Unlimited lives

***Acrobat Mission*:**

7E041203	Unlimited lives

***Robocop 3*:**

7E047738	Unlimited energy

Phalanx

SNES

We reviewed this great shoot-'em-up in the last issue and already **Ian 'Oh my gawd my guitar's on fire' Mullinger** from **East Yorkshire** has a feast of great tips for this spectacular shoot-'em-up.

● On Level Two, touch the red boxes to access a secret level. DON'T get excited and collect all the weapons and power-ups — some have spikes growing out of them! Only a few are safe to collect.

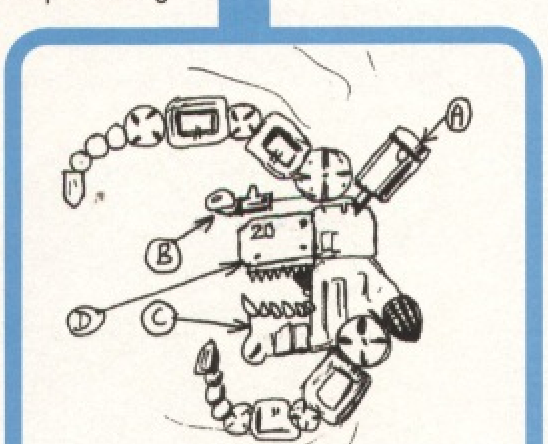
● There are two entrances to the secret level — at the beginning and end of Level Two. The second entrance brings you to a giant lobster. Kill it by shooting at the large yellow eye and avoiding its claw attacks. It leaves four weapons to collect!

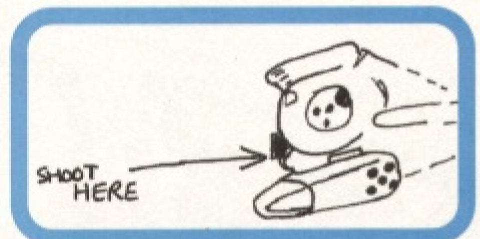
How to beat the guardians

Level One

1. Destroy the arms first. It's best to completely destroy one arm, then the other.

2. The other parts to be destroyed are…
A Fuel Tank
B Cannon
C Jaw
D Main body — the toughest part but keep shooting!





Level Two

1. If you keep firing at the area shown, this section of the guardian's destroyed. It won't be able to ram or crush you using its capsules. It only fires small mines and bullets — much easier to deal with!

2. The last section of the submarine takes longer to destroy. Get in close and blast away!

Level Three

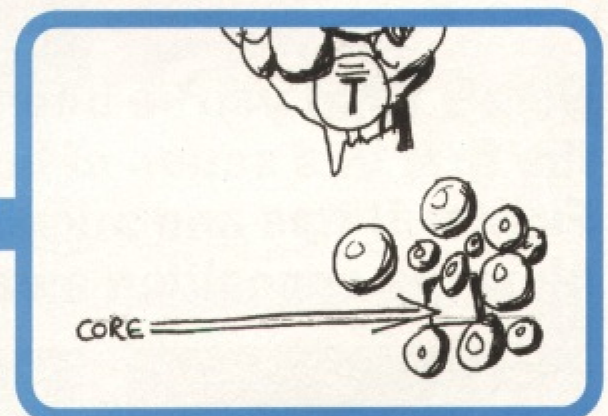
At the top of the screen, near the beginning of the level, there's a secret level entrance — it looks like a small hatchway. When you get to the end of stage…

1. First destroy the large tank labelled 'HIT-ME.'

2. This releases a cluster of deadly spores. The spores carry a metal core or reactor.

3. Blast at the core and don't let the spores trap you!

4. Lead the spores to the right of the screen and quickly move to the left while shooting the centre core.



Level Four

There are a couple of mini-guardians to deal with before you get to the 'Big Cheese.' The first is pretty easy! After the metal cover detaches itself, stay at the left side of the screen and use lasers (if you've got them!). Move to the top, wait, then move to the bottom and the extending eye misses you. Beware of the smaller aliens and their bullets.

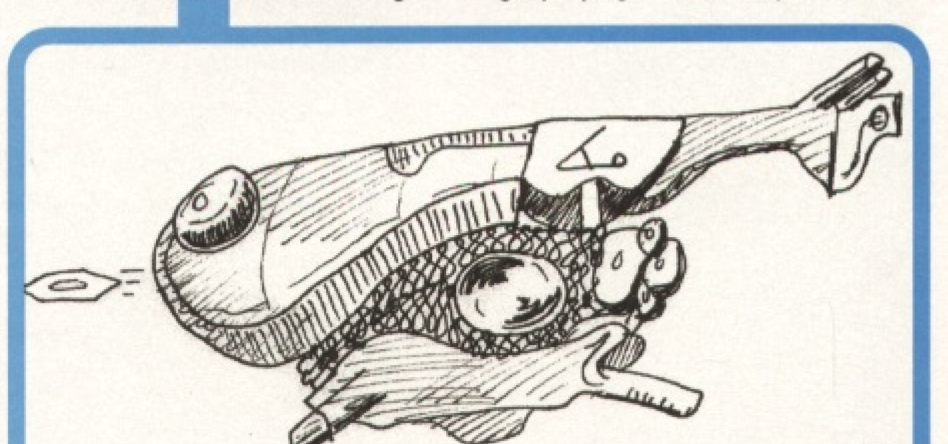
The half-way guardian's an ugly creature. Shoot at the red 'meaty' substance at the bottom of his body. Ignore the vehicle at the bottom of the screen and avoid the squid creatures.

The end-of-level dude's a daunting prospect. Follow these instructions and your task's a lot easier.

1. Dodge the energy bolts. Go to the left and move up and down slowly.

2. After the ship moves left, a brain comes out. This is the main object so concentrate your fire here. Get up close for maximum effect.

3. The 'brain' is guarded by a deadly probe. It fires out plasma balls which surround and crush you. Don't shoot it — it's far better to concentrate on the brain craft. Keep moving so the plasma balls will be unable to reach their target.



Level Five

First, pick out the best entrance (see picture). Inside the destroyer, shoot the small robot which comes towards you, then go down. Enter the portal (see pic) to gain access to a half-way guardian confrontation. Blast at the organisms inside the test tubes as they move vertically inside their glass cases. They try to crush you so keep at close range and blast like crazy! Just when you think it's under control eyes follow you around the chamber. They have very tough shells, so don't try to destroy them — you'll be surrounded. Concentrate on smashing the test tubes.

How to use special attacks

Heat seeker: using the special attack this gives a shield.
Energy ball: special attack gives a smart bomb attack for a few seconds.
Bounce bombs: a small drone's released which clings to the enemy, draining its power.
Laser beams: sends your ship spinning, spraying bullets everywhere.

STREET FIGHTER II

TIPS SPECIAL!

Here's what you've been waiting for — the first in a series of hot Street Fighter II tips and moves to help you blow the opposition away!

Does the sight of Eddie Honda's red Y-fronts send you weak at the knees? Too busy trying to look up Chun Li's skirt to get past round one? Can't wait to see the end sequences? You've heard the hype, you've bought the cart and you still keep getting your swede sliced. Well this is your chance to fight back. Over the coming issues we'll be giving you a blow-by-blow guide on how to become a *Street Fighter* champion.

To begin the series each of the lads are giving you the winning secrets for their favourite fighters. The great thing about the game is each player has a favourite. How about letting us know yours so we can find out who's the most popular! Right, enough of the chatting — let's get scrapping!





BALROG



M. BISON



VEGA



SAGAT



Name: Carl
Job: game reviewer
Fave character: Guile
Why?: because he's got great dress sense and size 12 combat boots like me.
Most lethal combination: the flying fierce slap followed by a fierce back-hand/upper cut depending on how close you are and finished by a fierce backward pile-driver.



Vs Ryu/Ken
Computer Ryu is easy — you can drop him with an over-shoulder throw or piledriver then just follow up with throws and punches until he's cornered — splatterooney!
Ken's a lot harder being so aggressive — just stay back and pick him off as he tries his repertoire of kicks. Jump to avoid fireball attacks and wait to get a throw in.



Vs. Zangief
Plenty of throws are the order of the day — keep close and don't give him a chance to counter. If you mis-time an attack fall back and blast him with sonic booms until you can close again.



Vs. E. Honda
If your timing's right you can throw this fat boy all over the shop — just watch out for his thousand slaps attack. But generally only a minor irritation.



Vs. Chun Li
A very tricky bint this one, she's as good as you in the air but combining sonic booms with strong kicks can stop her getting close. Wait until she's lost a fair amount of energy before closing for the killing throws.



Vs. Dhalsim
Get close and stay close — fast punches and throws are vital here. If you end up out of range get back in — eye ball to eye ball — quick sharp!



Vs. Blanka
Yet again throws are the best — keep them up thick and fast. If he should use his electric attack, sonic boom him, just to show who's boss!





Name: Doug
Job: editor
Fave character: Chun Li
Why: because she's got the best set of legs beside Kylie Minogue!
Most lethal combination: flying strong kick, squatting strong kick, strong punch and then the throw when dazed. After the throw, foot stomp on the head. That's 75 per cent of the opponent's energy gone!



Chun Li vs Ryu/Ken
Easy against the computer, hard against an experienced player. The key is getting in a couple of good combinations, not to get too close and stay in air. Don't be afraid to draw these two karate dudes towards you and then cut loose in a corner. Try jumping up when they're close and then strong kick just before you hit the ground — it knocks them flat on their back!



Vs. Balrog
He likes to come forward to attack — this is just what you want. Wait for the opening then use throws and punches but be sure to block because one good hit and you're out.



Vs. Vega
The hardest for Guile to master. The only way is to take him on in the air, use those long kick jumps and the mid-air throw. Stay airborne whatever happens.



Vs. Sagat
Very menacing to start with but with weak legs those long, fierce leg sweeps and flash kicks are what you need to see this lanky dude off. Don't try and swop punches with him but if you get the opportunity use a throw.



Vs. M. Bison
Use similar tactics to Chun Li, but sonic boom and flash kick wherever you can. Basically just wait him out and when he comes to you attack as fast as you can — kick his ass and don't stop for anyone!



Now it's all over, Guile goes back home to his wife, Jane, and his daughter, Amy. All together now — one, two, three... Aaaaahhhh!!!!



Vs. Zangief
Spinning bird kicks and head stomps are the way to go here. Again, don't let him get hold of you and throw the overgrown meathead for six when he's dazed.



Vs. E. Honda
Be careful — this guy has a pretty good defence against flying attacks. Try bouncing either side of him quickly and then throwing when you get a chance. Get your timing right and you'll have him in a jibbering heap!



Vs. Guile
A nasty pasty — he's very close to a match for Chun Li in the air. Hit and run, and try the old faithful bouncing back off the walls and out of the screen to confuse him. Don't be afraid to grab him in mid-air and hurl him onto the ground.



Vs. Dhalsim
Attack, attack, attack! Don't give this guy time to breathe and he'll be a tangled mess in seconds. For extra spice, try some snazzy mid-air strong kicks.



Vs. Blanka
A tough nut. Watch him when he's on the ground and his jumping flip kicks. Wait until he electrocutes himself and then foot stomp on him. Play rough.



Vs. Balrog
He can't help himself coming close and trying to attack, so jump and strong kick on the way down. When he's on his back follow him across the screen with medium punches and then throw. That's the end of him!



Vs. Vega
One of the toughest for Chun Li to beat. He can easily beat her in the air with his flying leg attack. Try using the spinning bird kick and a good solid defence to get on top of him.



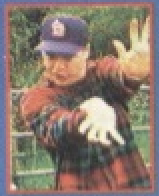
Vs. Sagat
Another one who's probably easier than he looks. Wait for him to get close and then cut loose in the air. Don't give one ounce of breathing space and don't try to beat his tiger uppercuts!



Vs. M. Bison
This one's a waiting game, and he's not as 'ard as he seems! Watch closely, goad him into attacking you and then hit him in mid-air. The moment you get a chance throw and kick for all your worth. Relax, take your time and you'll have him on his back before he knows it.







Name: Chris
Job: tipster
Fave character: Ryu
Why?: Cos he's got no mates just like me!
Most lethal combination: flying short punch and multiple short kicks, then dragon punch while dazed.



Name: Chike
Job: designer
Fave character: Ken
Why: he's got the best moves and he's more of a dude than Ryu!
Most lethal combination: flying strong kick, strong leg sweep then fireball when dazed. Works every time!

Since these two characters have the same range of moves we've classed them together. Both are essentially defensive fighters with excellent counter-attacking skills. Practise blocking and combinations.



Ryu/Ken vs Chun Li
Don't attack and don't use fireballs. Against the computer use strong uppercuts as she jumps at you. Against another opponent wait until she jumps at you, move underneath her and short kick or throw. The short sweep kick's the key to victory!



Vs. Zangief
Easy! Against the computer jump up and down using strong roundhouse kicks in the air. He has no defence and rarely blocks. If you get bored, strong fireballs work every time.







Vs. E. Honda
Keep the powerful Sumo at a distance using fireballs. If he tries to jump towards you, leg sweep. Don't try flying kicks!



Vs. Guile
Against the computer, walk right at the start and throw for an easy hit. Don't jump kick as his flash kick counter gets you every time. Don't keep too far away or his Sonic Boom attack will trap you in a corner.



V Dhalsim
Keep your distance and throw fireballs at his extending arms and legs. If he tries a spinning drill attack, hit him with a fireball for maximum damage. If he does a fire or flame attack jump over his head and attack from behind.



Vs. Blanka
The Brazilian brute's easy to throw. Keep out of range of his long sweeps and punches. As soon as he goes electric fireball him!



Vs. Balrog
An absolute doddle. Long hurricane kick from the start and he's dazed. Throw or dragon punch, then a couple or short sweeps and you've scored a perfect!



Vs. Vega
Defence is the key! Time your fireballs so he lands on them. Be patient try and run down the clock. When he jumps off the fence meet him with a strong dragon punch for major damage.



Vs. Sagat
Timing's everything. At the start duck and use a series of strong leg sweeps. Don't jump in the air! If he tries a tiger upper-cut move underneath him and use a strong leg sweep as he lands. Don't allow him to get up!



Vs. M. Bison
Congratulations you've made it! Blocking's the key to victory. Defend at all times then counter-attack when you see a weakness. Be patient. Dragon punches, hurricane kicks and short kicks are the best moves — fireballs are too dangerous!

Next month I'll be bringing you all the moves of the fearsome foursome — E. Honda, Zangief, Dhalsim and Blanka. Don't miss it — or you'll be sorry!











Above: having won the Street Fighter crown, Ryu ignores the ceremony and goes back into the mountains to practise his dragon punch and prepare for a new challenge. Left: hands up if you wear Right Guard —after a fight the pits tend to whiff a bit!

Oh and by the way...

Thanks to **M. Jenkins** of **Bristol** for these handy hints.

■ When you choose a player and are about to go to your destination, hold [SELECT]. A configuration screen comes up — handy when a few are playing each using different set-ups.

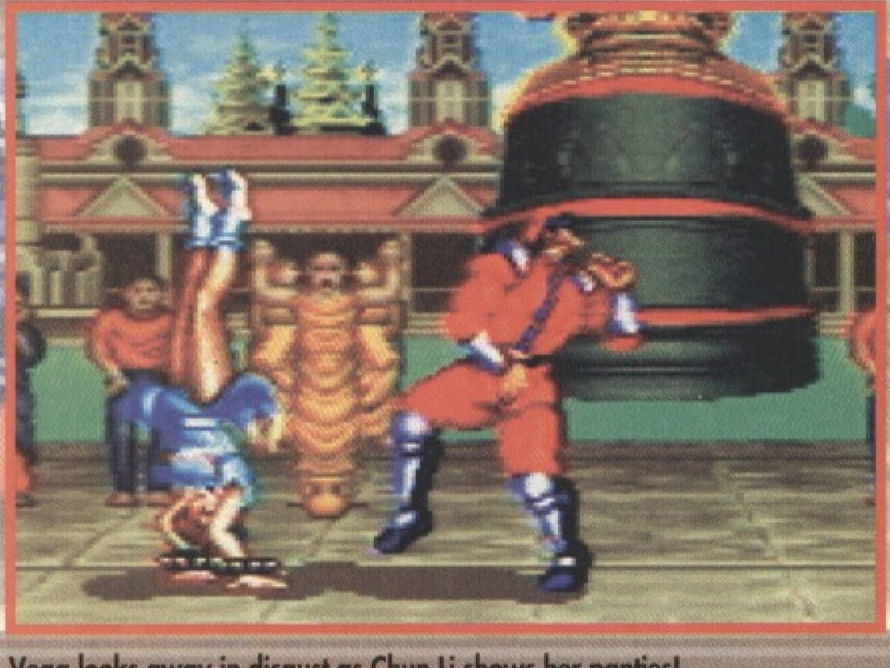
■ Complete the game on hard setting (five or above) with one credit (never losing a fight), the credits roll but the fighters now appear in the stages of the four divas — not their usual locations.

■ Finish the game on level seven with the same player all the way through (with as many continues as you like) and a special end screen comes up with all eight fighters on it — after the credits that is!





Keep Honda at a distance using fireballs. Unleash a fast one when he's in the air and he lands on it. There's no need to get in close and risk his deadly one thousand slaps



Vega looks away in disgust as Chun Li shows her panties!

NOTHING ELSE COMES CLOSE

The new Slick Sticks joysticks cannot be beaten...

SPEED • RESPONSE • ACCURACY

TRAILBLAZER

Multi-function joystick for the Super Nintendo.
Includes arcade buttons, slow motion, auto fire, and turbo speed.

VOYAGER

Control pad for the Mega Drive.
Includes slow motion and turbo speed.

DUALIST

Multi-function joystick for the Mega Drive.
Includes arcade buttons, slow motion, auto fire, and turbo speed.

QUEST

Control pad for the Super Nintendo.
Includes slow motion and turbo fire.

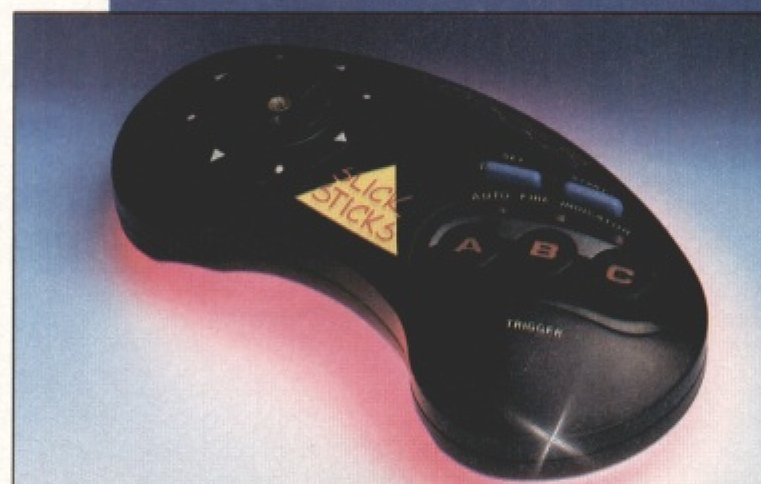
SLICK STICKS AVAILABLE FROM ANY GOOD GAMES STORE

SLICK STICKS

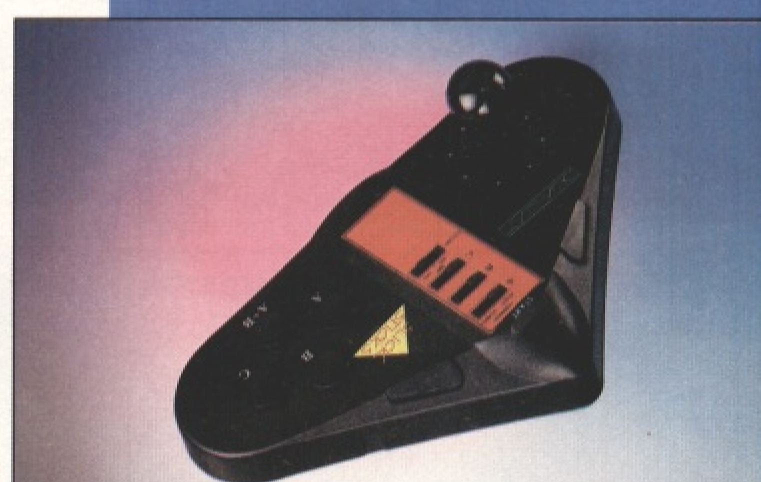
SLICK STICKS, OVERENS STREET, OLDHAM OL4 1LA.
SUPER NINTENDO IS A TRADEMARK OF NINTENDO CO. LTD.
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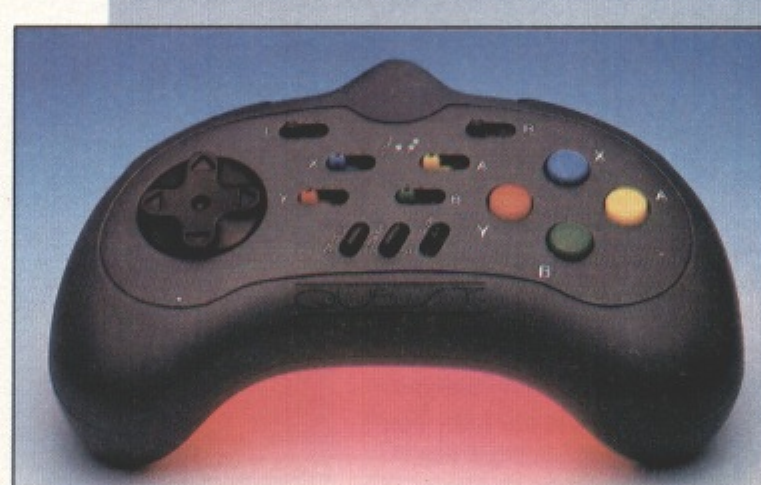
TRAILBLAZER



VOYAGER



DUALIST



QUEST

Parodius

Welcome to a world where pigs are potty trained, Octopii wash their hair and penguins sing in the shower. It's a wacky world but I'm sure you're gonna love it — prepare for a journey of a lifetime!



Stage 1

■ What a sick game this is! The first beasty you come up against is a wooden pirate ship with a cat's head at the front! Guess what you have to do? Yup! Blast the furry face until it explodes and kitty turns all black and charred! Keep firing at the penguin hanging from the back of the ship and it sinks back into the ground.



■ The end of stage one has a giant captain penguin with a very sensitive belly button! If you wait too long the penguins that circle him comes at you so quickly shoot at his navel making him squirm. After enough bullets he lets you pass.



Stage 3

■ This stage is more of a maze and speed is the most important power-up to collect. Almost everything leave power-ups so get collecting. Any ship only needs one line of blobs to be shot to squeeze through so don't waste time blasting the lot!

■ Dancing lips greet you at the end and send out teeth to chatter. Each pair of lips needs a lot of blasting but don't concentrate on one for too long as the teeth home in and destroy you. When the right hand four have gone the rest don't have to be shot — just avoided!

Stage 4

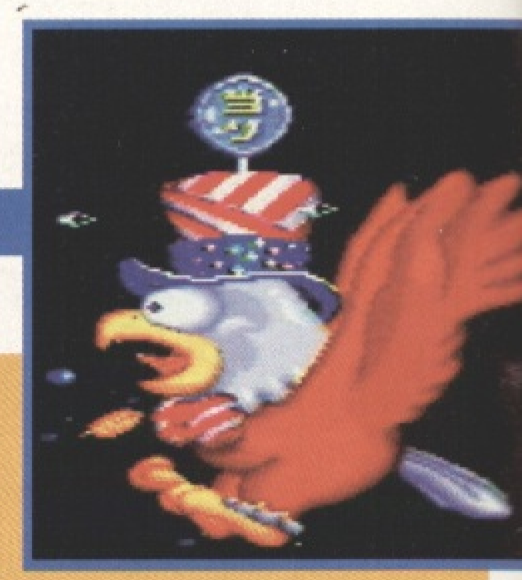
■ Take a peek at our beautiful map for more detail on this tough stage. The fish can be avoided if you stay low down in the screen and avoid the fish raining down. If you stay near the top they can be unpredictable.

■ Fat sumo pigs are just no competition! Blast away at his squigy bits and he soon pops. Watch out when he stamps his feet though as he causes bits of penguins and tiles to drop from the ceiling.



Stage 2

■ This innocent young lady likes a bit of a dance. She walks right and left along the screen twice and the idea is to move under her legs when she lifts them to slide along. You are quite safe between these thighs but you need to be nifty to avoiding being crushed when she lifts her foot. You can shoot her if you want but this doesn't have any effect! Watch out for penguins on harder levels though.



■ It's an Uncle Sam bald eagle who really does turn bald! Fire at his eyes to make his hat pop up and watch out for the laser rays he can use. After enough fire power he pops and ends up being plucked!



The little huts at the top and the bottom of the screen house killer bees! Blast the hell out of them before they have a chance to release their deadly contents.

Watch out for the pink trees. They have a nasty habit of wandering left and right through the level getting in everyone's way. Keep towards the right of the screen and nip through the gaps before they block off the exit.

There is only just enough room to squeeze through between the trees so be very careful. It is best to nip through before they start wandering!

Besides having fat arses these sumo wrestlers stomp their feet and shoot out beams of bright light. One hit from these is deadly but they can only shoot straight or diagonal so can be avoided.

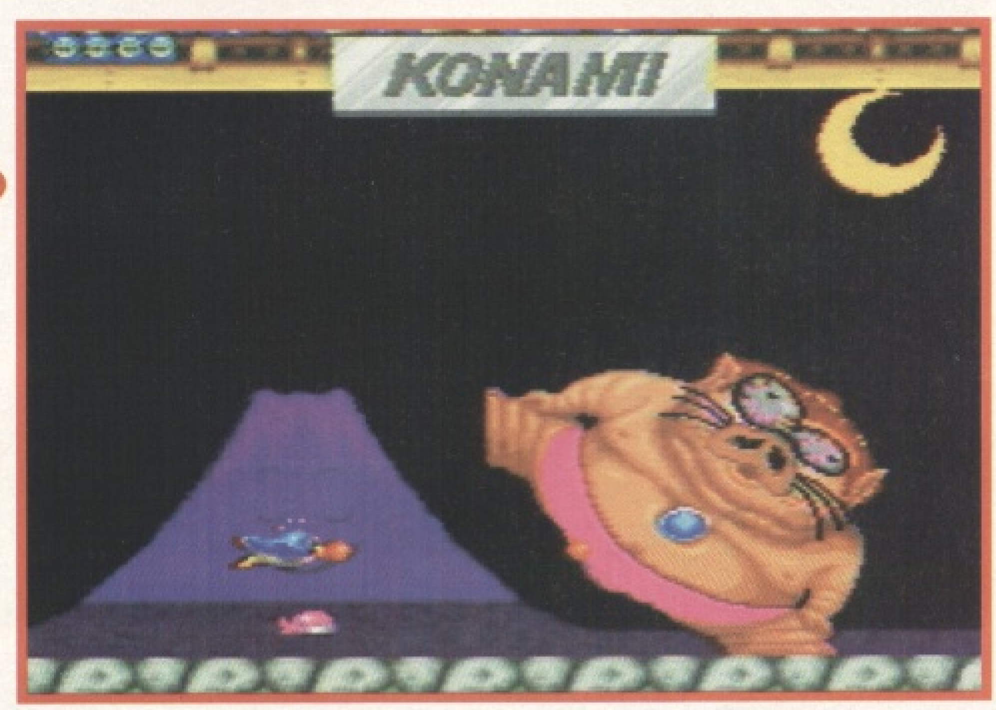
These poor creatures suffer from a strange type of asthma. They keep coughing up light bulbs — weird or what?!





When the background starts to change colour things soon hot up. The dormant volcanoes suddenly start erupting sending fish flying everywhere! Fly below the showers to stand the best chance of avoiding them.

Arrgh! It's a giant sumo like pig! Shoot away at his private parts until they burst sending the Konami logo crashing to the ground squashing him flat.





Stage 5

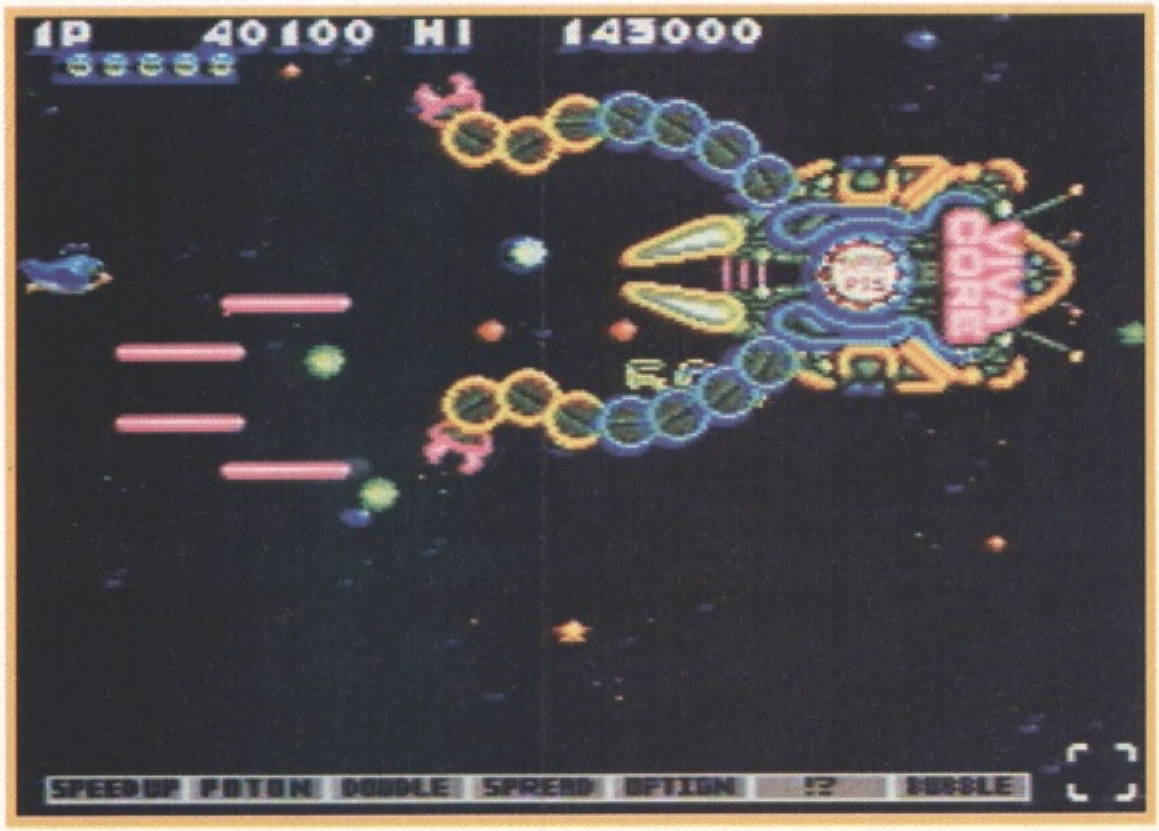
■ The big dog ship is a piece of cake as it scrolls around all by itself. Just shoot away at anything that moves. A rear firing power-up is useful underneath the beast and don't forget to fire at his nose and mouth to make them explode!

■ What is going on here? This native lady has strange phallic symbols emerging from her mouth! They… er… obviously symbolise the bullets that you pump into her… no I mean… oh sod it! Just shoot her in the eyes from the left of the screen. This way you entice the large veined items towards you and can then quickly move forward to avoid them.

Stage 6

This pinball style level has lots of whizzing widgets that circle around you and close in tight. If you blast away at their right-hand side you should be able to survive the attacks.

The heart of the pinball machine has a 'Viva Core' beast with waving arms. The idea is to shoot straight down the middle of the beast hitting it's heart and cause a pinging sound! After a few pings it gives up the fight and explodes.



Stage 7

Pink and fluffy with lots of bubbles and fairies describes this level well. The fairies come along inside bubbles and circle around throwing darts. Something to watch out for is the single fairy with a pig's head! These Japanese certainly produce some wonderfully weird games!

Blast the bubbles and watch the cutesy girls drop like stones!

Wey-hey! This reclining babe throws out little piglets with nappies on! Fire at her face and she turns her head to show you she's been hurt. After much blasting she lets you pass and a single tear rolls down her cheek — everybody say ahh!



Blow away the chickens for more power-ups — you need lots of weapon power for this level! See how many weird animals you can spot. It's worse than Chernobyl out there.

The penguins with their heads on fire are more funny that a threat! Blow them away if you have to but don't you just feel sorry for them — people should be more careful with blow torches!

The smelly pigs on the potty grunt and squirt bubbles at the ship. A good barrage of bullets into their pink hides blows them off their bog and stops their game!

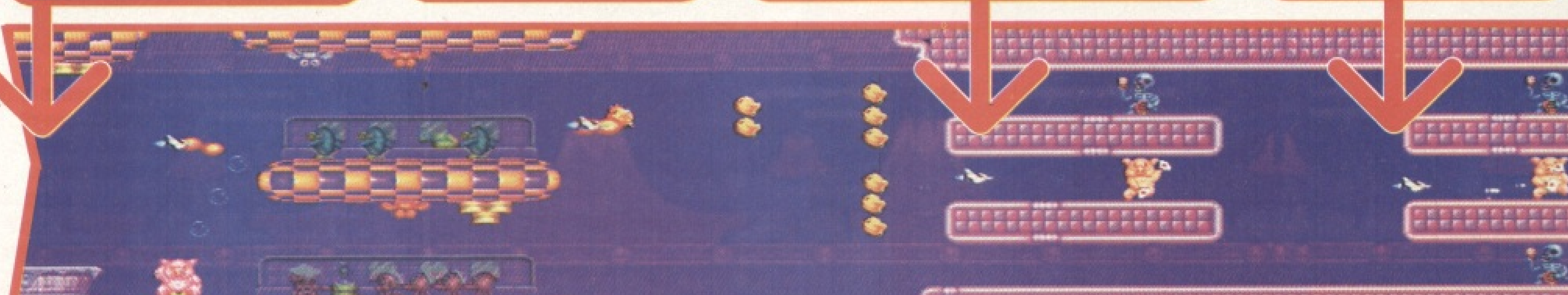


Don't touch any of the water from the baths. It may seem harmless but these hi-tec space ships just can't cope with a wash when they're flying at the speed of light!

The showering penguins in the background don't actually do much. This isn't a scene out of *Psycho* you know so just leave them alone!

Choose the correct route through this part of the level or you never survive. First of all go for the middle or bottom passage and blast the pig! The skeletons are much tougher characters and they're pretty tough to kill — seeing how theyr're already dead!

It's Strike it Lucky time — top, middle or bottom. Stick with the middle for this one taking out the two dancing pigs with lots of fire power.



Stage 8

■ This is the one and only level where the ships get to go underwater, but how a penguin can breath down there I just don't know! Try to get a good spray weapon to deal with the beasties.

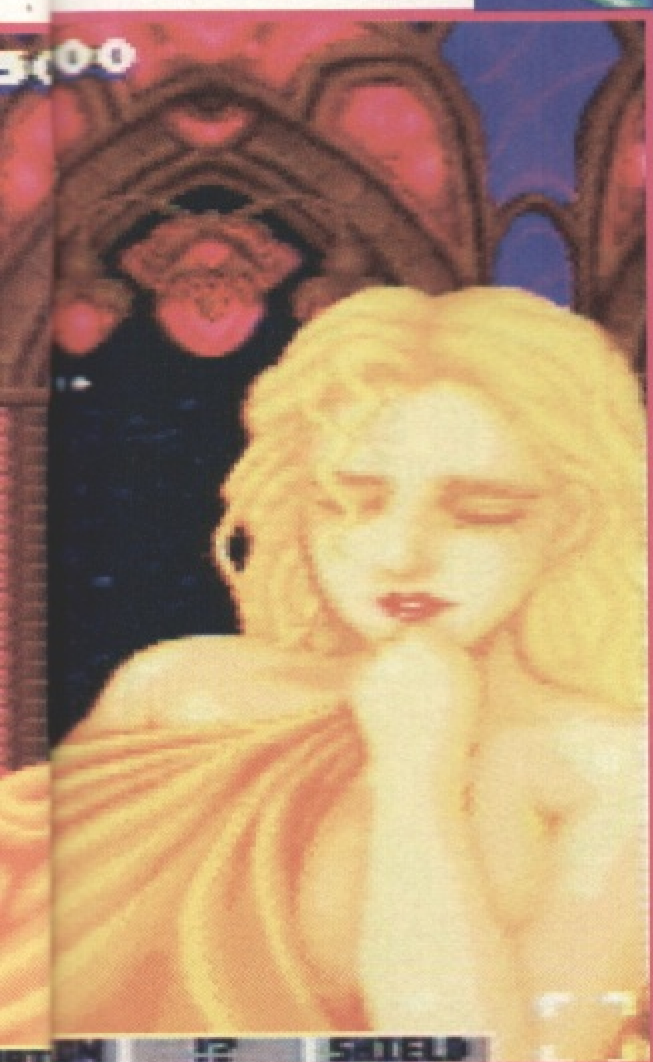


■ The puffer fish at the end has a BIG surprise in store. You can avoid his spikes quite easily but firing will make him expand until he fill the whole screen. Stay towards the left of the screen and fire constantly until he can't take any more and bursts.

Stage 10

■ Take a look at the map for more details. This is a level with lots to watch so while you're gazing at the penguins on fire and the sea creatures taking a shower you'll probably run into something and die!

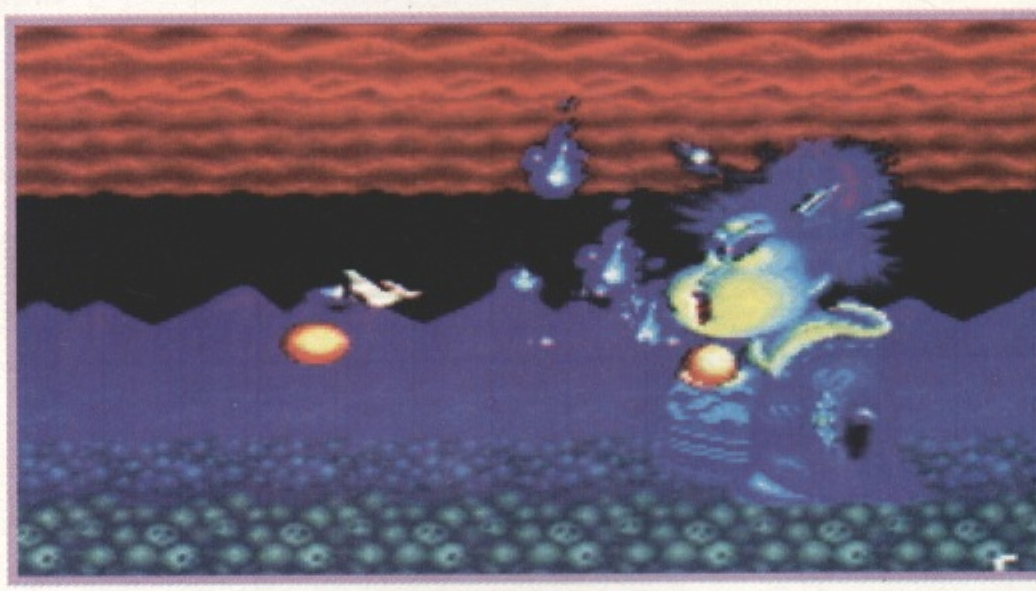
■ The octopus washing his hair at the end is a right hoot! The bubbles are deadly so avoid them but basically just blast away at his body until he can't take any more.



Stage 9

■ Half way though this creepy stage you encounter spinning umbrellas with skeletons throwing their heads at you on the ground. Let the umbrellas circle you then blast them as they come for their second attempt.

■ It's another end-of-level monster that just needs to be blasted away. The calm Japanese lady turns into a horrific head when blown away — spooky stuff this!





Now wait for the screaming penguins to pass and quickly go to the bottom passage. The three pigs are easier to shoot than the skeletons.

Sumo style pigs hanging from these bars can easily be sorted out. Shoot them until they fall to their doom — it's great this game isn't it?

Move straight to the top passage as the skeleton is coming on the screen. With a constant bombardment of bullets you should just blow this lot up in time to get through.

You really need some strong weapons to deal with this character. He shakes and washes his hair sending deadly bubbles everywhere! Shoot any bubbles that look like a threat and just aim for his belly. After many shots he gives up and blows!



That's all folks!

GAMES CENTRE

Chart Toppers



What's hot, what's not, and what you should have in your collection. Look no further...

BOY

1. Dr Franken
2. Super Mario Land
3. Tiny Toons
4. Terminator 2
5. Mega Man
6. WWF Superstars
7. Boxxle
8. Bart Simpson's Escape...
9. Home Alone
10. Trackmeet



Trackmeet

Here they are, you game busting barons — the NES, Game Boy and SNES readers' own choice of the Top Ten. This month *Super Mario Land* gets knocked off its Game Boy perch by *Dr Franken*, a new entry to the charts. The Turtles take top billing again on the NES and Street Fighter II (surprise, surprise) is our readers' fave game on the SNES.



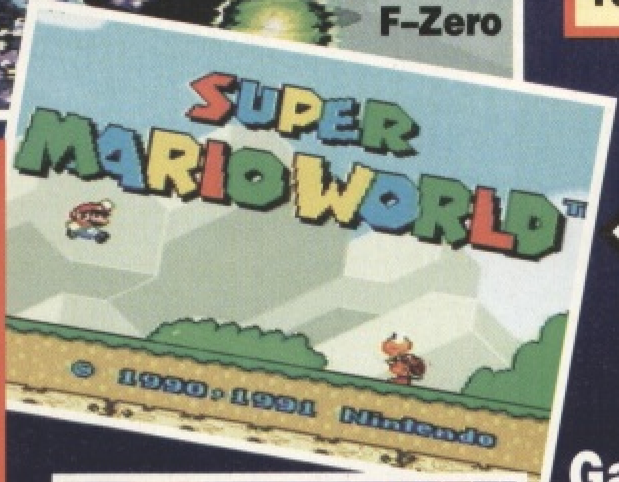
F-Zero



Street Fighter II

SNES

1. Street Fighter II
2. Super Mario World
3. WWF Wrestlemania
4. Super Tennis
5. Prince of Persia
6. Super Soccer
7. Zelda: A Link to the Past
8. Lemmings
9. Krusty's SFH
10. F-Zero

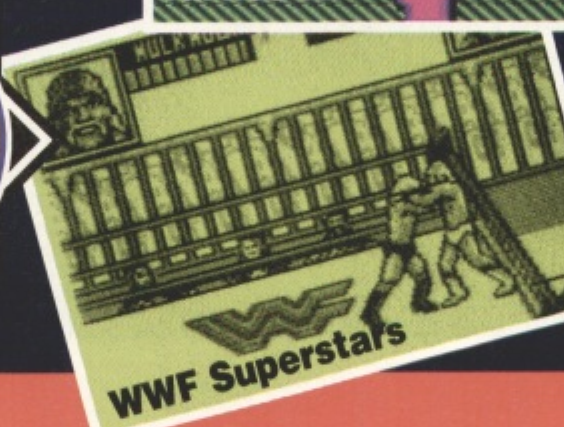


NES

1. Turtles
2. Turbo Racing
3. Bad Dude
4. California Games
5. Super Mario Bros 3
6. Super Mario Bros 2
7. Open Golf Tournament
8. Mega Man III
9. Hyper Soccer
10. Tiny Toons



Turtles IV



WWF Superstars

Game fiend ghetto!

These are your ten favourite games on the SNES, and whatta line-up it is! *Street Fighter II*, *Zelda*, *Mario* and *Super Soccer* — it's enough to make your eyes water!

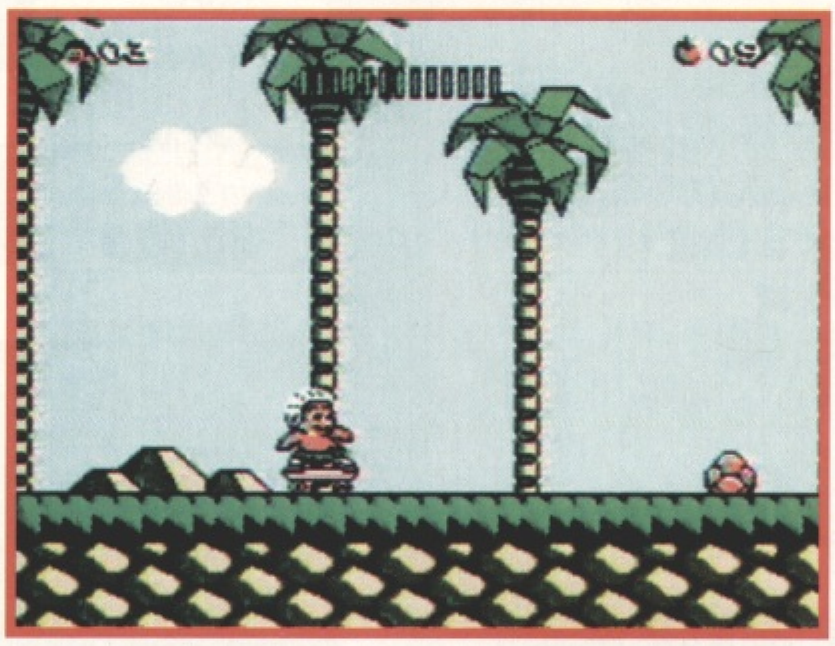
Now here's the important bit: if you don't agree with the SNES top ten, or just want to win a fab prize, send your own version in. We pick one each month and then lavish expensive gifts on its owner (plastic whistles, pencil sets, that sort of thing). All you do is send your own top ten into: IT'S THE TOPS, N-FORCE, EUROPRESS IMPACT, LUDLOW, SHROPSHIRE, SY8 1JW. Put a pic of yourself in (if you can find one that won't scare us too much) and which sort of console you own. Go ahead, be brave!

This month's winner is **Matthew Bray**, from **Whitestone, Nuneaton**, who's obviously got pretty good taste. On ya Matthew, there's an N-FORCE T-shirt and autographed copy of this very magazine winging its way to you as we speak. Betcha can't wait!



The Yank

Yo! Game fiends. It's time to go Stateside with the one and only MANIC MARSHAL and catch up on all the latest happenings on the US games scene.

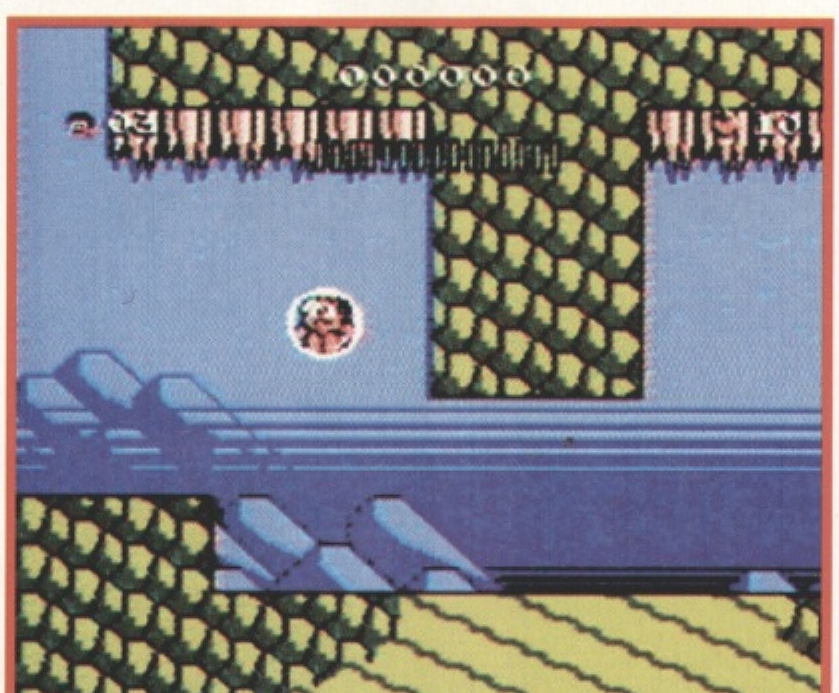


Fun with fruit and a skateboard in the new and improved *Adventure Island 3.*

Fruity frolicks!

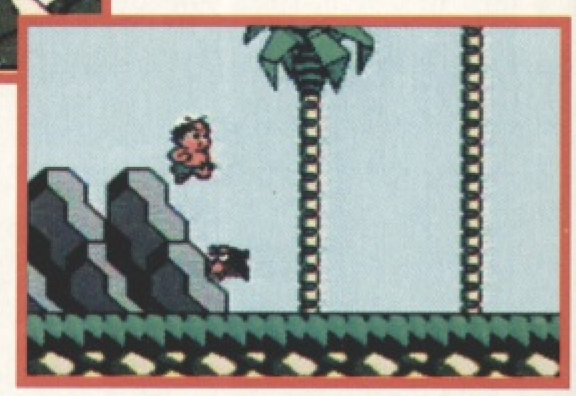
Great news for NES owners! — Hudson Soft is working on new and adapted 8-bit games. First up is *Adventure Island 3*. In the third instalment of the popular platform series, Master Higgins strives to rescue his cave-age girlfriend from an alien saucer. There's plenty of leaping for fruit and points, jumping over prehistoric monsters and bizarre plants. Looks real 'tuf — high quality graphics are sharp and solid, with quick moving animation and game play.

Bomberman 2 is due next year, and features four-player possibilities using the NES satellite tap. Hudson Soft also has plans in store for the SNES. *Super Bomberman* is for up to eight players — achieved with a special multi-tap that plugs into the first controller slot. No word yet as to whether the multi-tap will be sold separately.





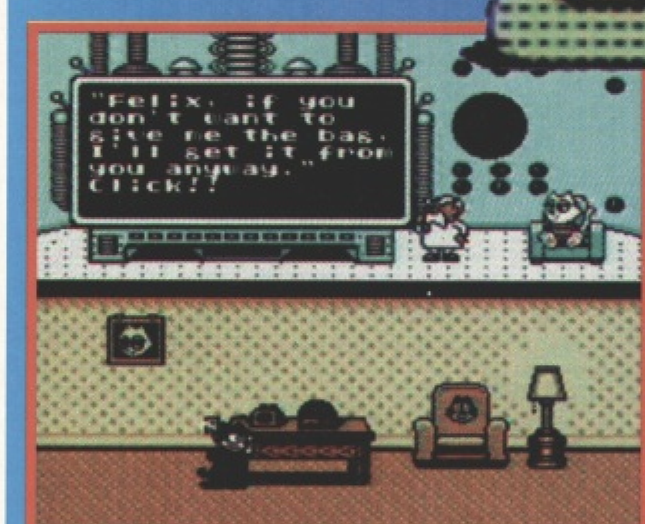
Erupting volcanoes! Things are getting pretty serious on the old Adventure Island — come to think of it I'd much rather be at home having a nice fruit cocktail!



What a cat-astrophe!

Talking of Hudson Soft, here's some juicy gossip on their latest release, *Felix the Cat.* A comic book's being made to tie in with the release of the game. His black and white cartoons were created in the days of America's great depression during the late Twenties. Social commentary wasn't the rule but bits creeped into all aspects of life, including cartoons — Felix's bag of tricks is believed to represent the New Deal, or Socialism! Also, the word from Don Oriola (son of the original creator) is the little cat with the magic bag of tricks WAS patterned after the great comedian Charlie Chaplain. You heard it here first!

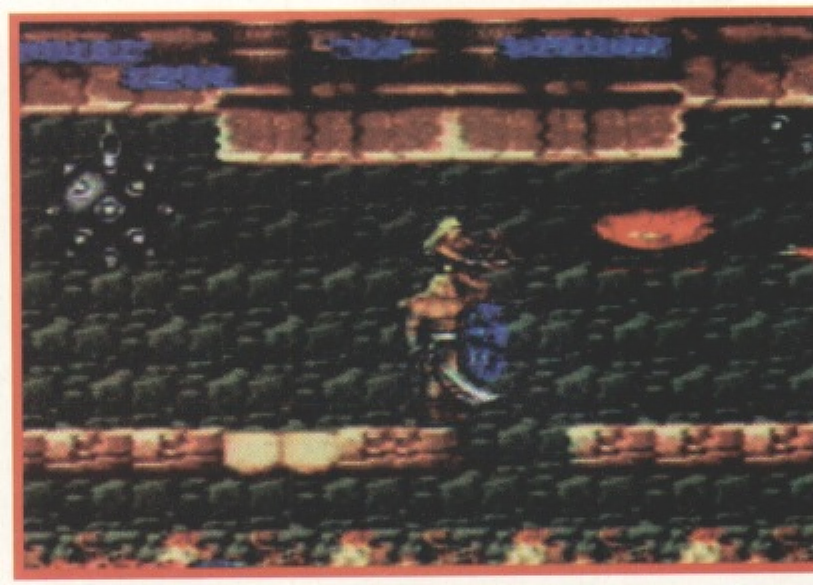






Felix that wonderful cat is in a bind again. Use the power of his top hat and he'll soon be out of trouble.

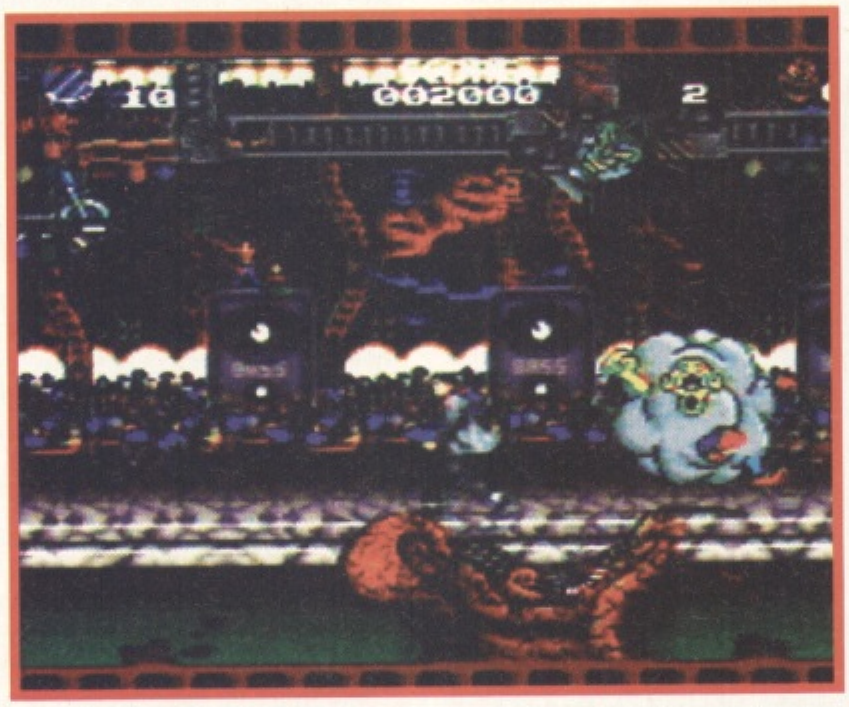
Tank!



Knuckle dusters!



Last issue featured *Cool World* — but didn't show the great cartoon effect inside the Slash Nightclub cos the programmers hadn't kicked it in the ROMs yet. Well now they have. It's the traditional 'fighting dustcloud of characters' — arms, legs and heads everywhere. Looks brilliant doesn't it? Stay tuned for a review, soon!



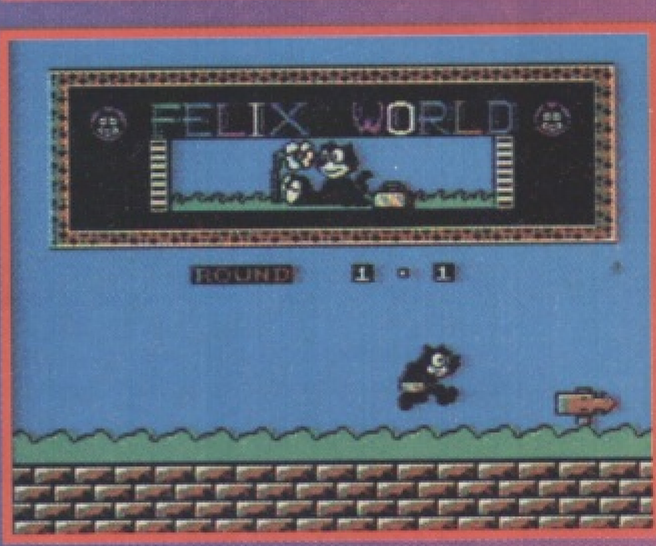
The Cool World nightclub, and what a kicking place it is! Loud music, flashing lights and plenty of strange creatures asking for a dance. Euch! Just like the Starline Club, fave N-FORCE hang out!



Cartoon hero and soon-to-be NES star Felix the Cat, with Don Oriola (son of the creator). Did you know Felix has been around since the Twenties?!



What a lovely night it is — the moon is out and it's time for Felix the Cat to go home. Alright then, perhaps just one more game!



Right: Felix World? Hang on a sec — this looks remarkably similar to a game on the SNES with a fat little Italian plumber and a little green dragon.

Cups and sorcerers

Soon from Capcom is Magic Sword on the snes. It's a sword and sorcery theme, with outstanding graphics using the full 32,000 colour palette. What's neat here (beside 33 levels of aargh and pain) is you get help from characters as you progress — a lot like an adventure game. But you don't control your new ally — he/she comes along when you reach a particular level and operates independently. It's definitely an adventure/arcade action game to keep an eye out for.

Sadness & joy(sticks)

Now the recession's being felt by Video game companies. ASCII Entertainment's new Super Advantage controller was in danger of not making it onto the streets until the Japanese parent company rallied. The Super Advantage joystick's ideal for those 'tuf games like *Street Fighter II* — the solid base gives plenty of room for reaching fire buttons. Independent and fully adjustable turbo and automatic turbo fire's available for all six buttons (that's 30-35 shots-a-sec by the way), and there's also a variable slow motion function.

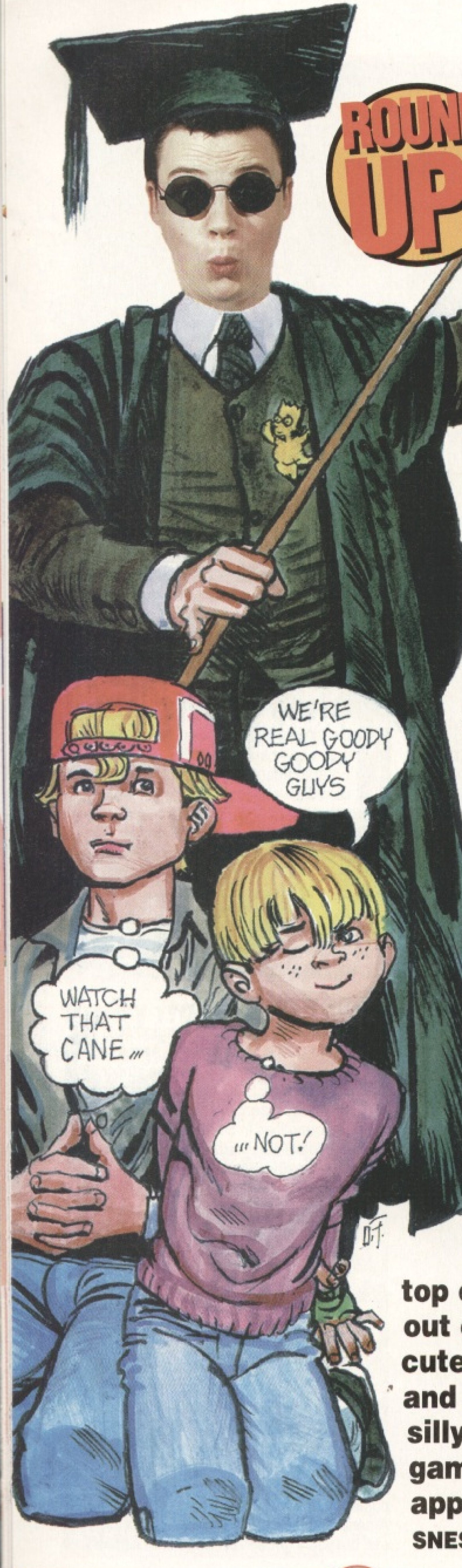
Sheer genius

Ere! Didja know the SNES version of Game Genie is on its way? According to informed sources (no, not the janitor at Galoob), SNESGG (sounds like some kind of hygiene disease) should be available in limited quantities in time for the holidays — but that's the States we're talking about bub!

It could mean just a few prototypes making the magazine rounds, or samples for retailers to drool over. Either way, damn straight we'll get our hands on one!

Live and let spy

Spies and double agents — we want you! If you're into all that spy stuff (hidden microphones, secret cameras etc.) try sending for the Skeletons catalogue. [Post Office Box 15878, Sarasota, Florida 34277] They specialise in devices that hide your money, keys, Captain Video (or Crunch) decoder ring, you name it. Just send them an international money order for $3 US (which includes postage) and they'll pop their catalogue in the mail pronto (no international postage coupons). Most of the stuff's American-based, meaning USA Coke cans, etc. but you'll get a kick out of what's there.



Right Smithers, see me after school. Oh, hello there. Come on in — and take that maths book out of your trousers! I'm going to give you *Six of the Best* — six of the best Super Nintendo platform games that is! They're the top of the crop out of all the cute, cuddly and sometimes silly platform games to appear on the SNES.

Dinosaurs

● Irem

This isn't the game of the great TV show as many lesser magazines have said. It's probably something to do with a Japanese cartoon show!

Dinosaurs takes the normal platform theme and gives it a twist by having a couple of kids sitting on the dinosaurs' backs. These nippers can jump off at any time and get into all the gaps the bulky heroes can't!



There are lots of great sequences to play through like the ride on a giant dino's head, water skiing through the swamps and the amazing rotating 3D levels which expand each time. More Mode 7 heaven!

Not the mama!

Despite the great graphics and playabilty, It's the same old story when it comes to lastability though. The game's far too easy in normal mode. I recommend all players start with the hard version — at least then you can get some challenge out of the game.

Basically, another brilliant game let down because it's unchallenging.

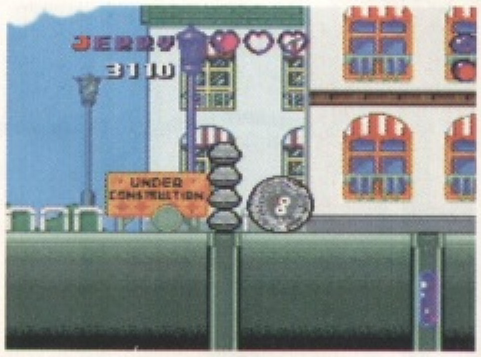
Control 88%
The dinos have a real spring — the kids can be controlled too!

Visuals 92%
Arcade style sprites and backgrounds — great Mode 7

Difficulty 79%
Simple in normal mode — play on hard to give more of a challenge

Addictiveness 88%
You'll be addicted as long as it takes to complete the game

Force 86%
A great game let down by the lack of obstacles



Smart Ball

● Sony/Imagesoft

Otherwise known as *Jerry Boy* in Japan, this highly original game has a small blue blob as the star (what do you mean — Mario is a small red blob)! Jerry wasn't always a ball — an evil spell made him what he is today! The mission's to help Jerry rescue his girlfriend by battling through multiple levels of cute platform action.

Control 88%
Difficult at first. The strange moves of the blob are very weird

Visuals 92%
Beautiful backdrops with some great Mode 7 3D in later levels

Difficulty 86%
Infinite continues takes away the challenge, but no passwords

Addictiveness 90%
Unique gameplay will keep the attention for ages

Force 89%
Something a bit different from the usual Marioesque games

Smart Ball can squeeze and squash his way through drain pipes, under rocks and into lots of places your average game star can't, creating lots of fun situations. Other characters in the game are bouncing pig heads, clockwork sharks, giant Smash robots and cute moon bunnies!

Ball bashers

There's lots to see and do in *Smart Ball* but the game's a little too easy with infinite continues not helping much. Once you work out how to cling onto the sides of buildings and throw balls at the enemy you can soar through most of the levels.

Platform fiends wanting something a little bit different have found it here. This is a wild and wacky game!

Six of t

with headmas

The Addams Family

● Ocean

Control 92%
Simple to grasp with the classic 'jump on enemies to kill' theme
Visuals 89%
Nicely drawn and animated but could have made more of the SNES
Difficulty 80%
After a couple of plays everything slots into place easily
Addictiveness 89%
Will have you hooked to the end — which shouldn't take long!
Force 87%
Another slick platform game that suffers from being too simple

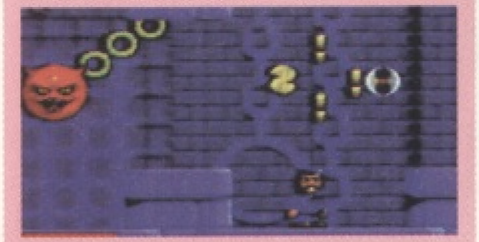
That ooky, spooky family with some strange habits now have another great game on the horizon — but the first *Addams Family* adventure's still a cracker!

Gomez is the main character and all the other members of the family have been captured and hidden somewhere around the house and grounds. Ocean have made an excellent job with the visuals packing in lots of variety and colour with some superb end-of-level beasts to discover.

Ookey, cookey!

Again a big problem with the game is its difficulty. Most levels are just a walk through with the odd hassle from a killer slug or teddy bear! All the bosses follow a set pattern so defeating them is no problem at all.

Controls are simple to grasp with some brilliant sounds. Many features are hidden in the air — grabbing the heli-fez hat lets Gomez go for a fly to discover extra lives and bonuses. *The Addams Family* is a great platform romp with plenty to offer.

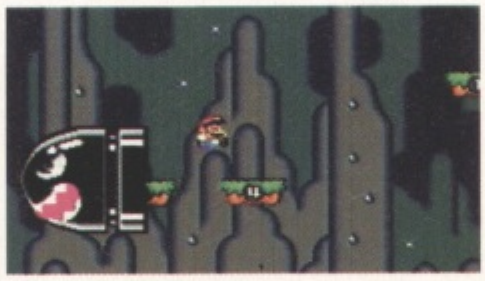


Super Mario World

● Nintendo

We can't forget the old classics can we? Mario's the man who started off the platform craze on the SNES with his amazing *Super Mario World*. This is of course the game that comes free with the console (if you didn't know that you can jolly well stay behind after school)!

Spread over 96 levels and packed with fun characters and lots of special



effects this is one of the games that shows off the SNES. Again the whole show's a cinch to get through. There's the odd level that will put up a fight but most are a piece of cake.

Potty plumbers

Where Mario comes into its own is with secret levels. Here at N-FORCE we still haven't found two and we've played the game constantly! Some levels have two exits, collect the correct amount of coins to unlock the secret. It's little additions to the gameplay like this that many of the other games are lacking.

Still one of the best platform games available and it's absolutely free when you buy an SNES!

Control 94%
PLenty of different controls but most are quite simple
Visuals 93%
Fun sprites and animation but not many special SNES effects
Difficulty 88%
Most of the 96 levels are easy with tough hidden bits
Addictiveness 96%
One play and you're hooked well and truly
Force 92%
Free, so real value for money — one of the best platforms ever!



Krusty's Super Fun House

● Acclaim

More of a puzzler than a platform game but there are plenty of flat bits to jump on and characters to squish! Krusty the Clown is of course from *The Simpsons* and Bart and Homer also make an appearance operating rat traps.

The fun house is overrun with rats and to stop them nibbling, blocks must be placed in specific positions and pipes completed to

Control 85%
Easy movements but firing custard pies is a right pain
Visuals 88%
Fun cartoon graphics. Backdrops could've been better.
Difficulty 92%
This is a game with a challenge. Lots to see and do
Addictiveness 90%
Repetitive levels but you always just have to have one more go
Force 88%
Nice looking but doesn't use the console to the full

suck them up! All the visuals are identical to the cartoon series with many of them drawn by cartoonist extraordinnaire Mat Greoning!

Rat attack!

Levels are made up of rooms which must be completed before moving onto the next. This is a departure from the usual level structure of platform games as you can't re-enter any of the doors once the room's been completed. Backgrounds and enemies change but the theme stays the same, making some rooms quite repetitive.

Magic Adventure

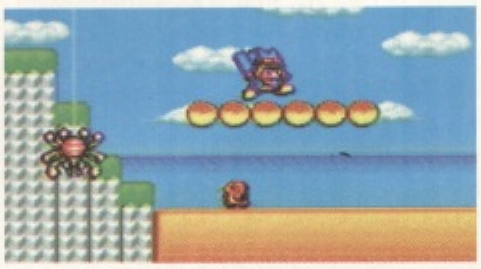
● Bandai

Here's another game with an odd Japanese style theme. The hero of the story romps around level after level of Marioesque action with only his tongue as defense!

The Japanese always make the most of their games with lots of mode 7 effects and excellent graphics. One great level has *Alice in Wonderland* style teleports that shrink and expand the backgrounds — a fantastic effect that's well worth seeing.

Slurpy stuff!

Having to lick enemies can cause some frustration as you have to get quite near to do it! They sometimes seem to ignore your slurps and kill you anyway. Moving around levels is done in a large map similar to that used in (you guessed it) *Super Mario World* and some blocked paths are passed by playing card games! A quick game of Snap or Speed with one of the characters is a welcome addition to the platform action — pity it's all in Japanese really! *Magic Adventure* is one of the weird and wonderful breed of platform games that make the SNES such a joy to use — Get a copy now!



Control 89%
Jumping and swimming with tough tongue tackles
Visuals 93%
Brilliant throughout with breath-taking Mode 7 effects
Difficulty 93%
Early levels are easy but there's plenty of challenge later on
Addictiveness 92%
I'm hooked! This is one game you just have to keep playing
Force 91%
Another weird and wonderful Japanese game to get stuck into!

he best

ster Mr Roberts

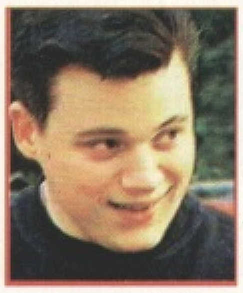
More *Six of the Best* is coming your way soon. Will it be NES shoot-'em-ups, Game Boy racing games or N-FORCE sandwich fillings? You'll just have to tune in next time and see for yourself...

NES





Hammerin' Har



Forget the Hammer House of Horror, this guy has made a career out of being manic with a mallet! NICK puts on a hard hat and gets squashing...

When life's hard and things are getting you down, why not do what *Hammerin' Harry* does and grab a mallet! First his house's demolished, then his girlfriend's kidnapped — it's enough to make any sane person snap isn't it? Bopping folks on the head with a large mallet's going a bit too far though. Don't try this at home folks, it's very dangerous!

The story goes like this: an evil bunch of do-badders, The Rusty Nailers, are causing our Harry lots of grief. These geezers have been demolishing innocent people's homes and building shopping malls in their place!

> **"No shortage of original ideas here!"**

But they picked on the wrong guy — and now Harry's chasing them through five stages of hammerin' action.

Where are the nails?

Starting with a small hammer from the rubble of his house, Harry sets out for some smashing and bashing — one bop and any baddy's soon sorted out. Smashing up boxes littered around reveals power-ups and holding the hammer in the air defends from aerial attacks.

The Rusty Nailers come in many shapes and sizes. Some have rocket packs, others are on pogo sticks and some are really mean and even carry guns! Power-ups include lightning bolts that kill everything on screen, power drinks to build up muscles and a clock that slows down the meanies.

DIY crime fighting

Platform games litter the shelves of any NES owner, so designers must come up with a twist to make a game sell. *Hammerin' Harry* has a water stage, rotating steel balls to dodge, boat trips and hammers instead of guns — there's no shortage of original ideas here!

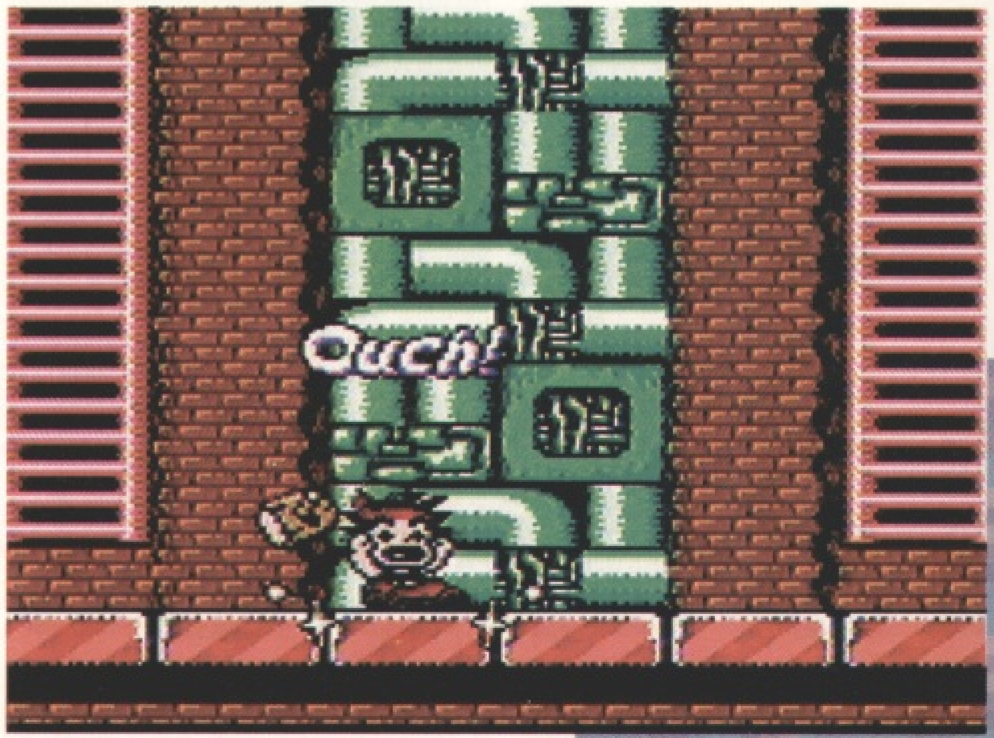
Some of the later stages are great with neat backdrops and animated water. One problem's that the game might be a little easy for experienced players — Chris and I almost completed it while writing the review! But then whaddya expect from a bunch of experts like us!

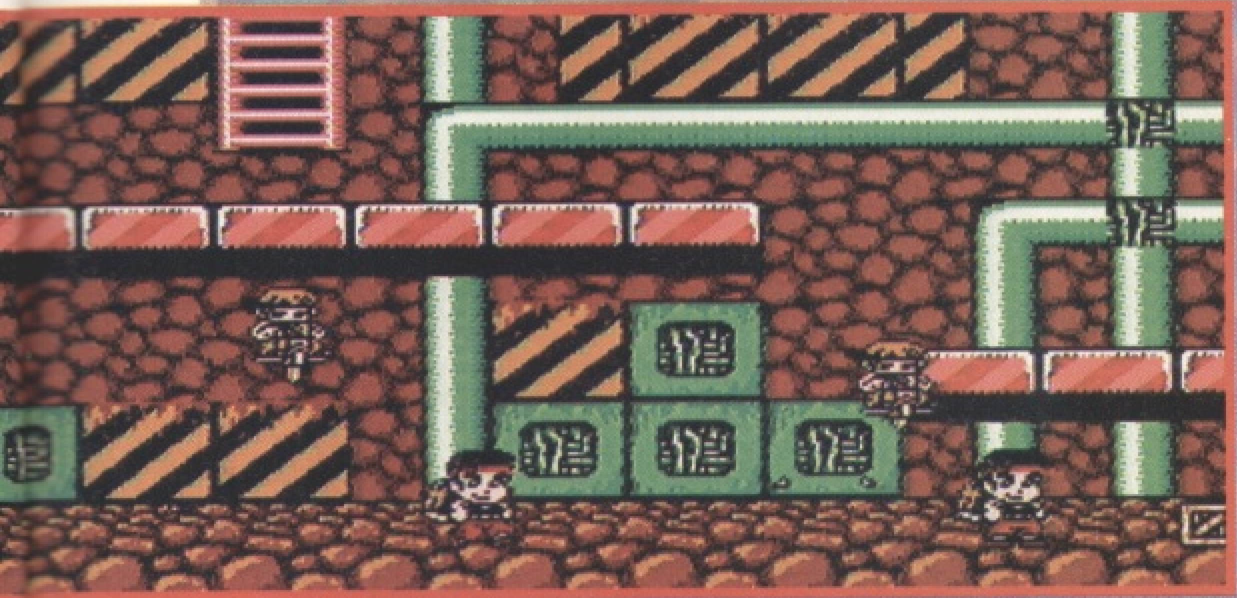
There's hours of fun to be had with Harry and his many hammers. Each stage has something different to get your teeth into and the music and brilliant sampled 'Let's get busy!' speech will keep gamers at the joypad.

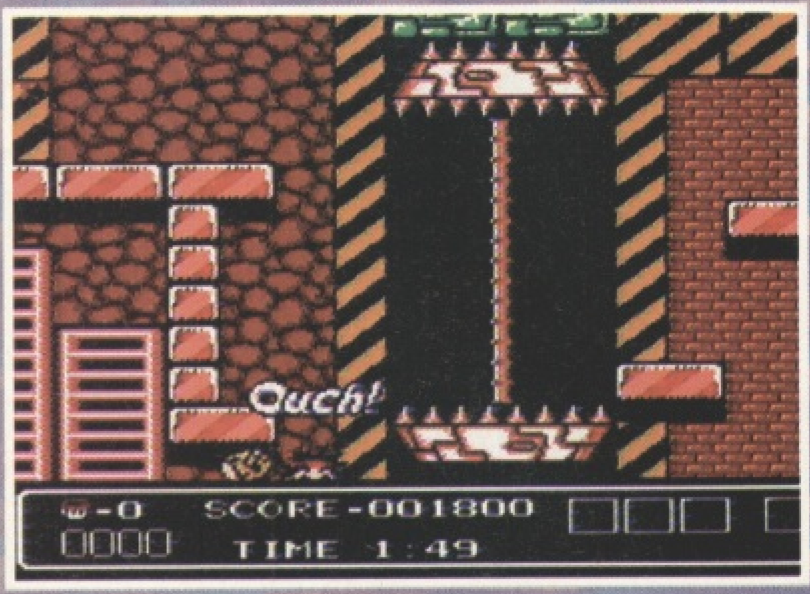
NICK 80%

Hammer time

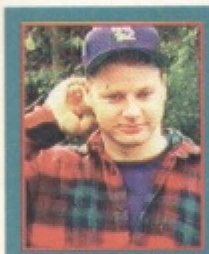
- **Huge hammer:** double the power of the normal little fella!
- **Big boots:** increase Harry's jumping power.
- **Safety helmet:** protects Harry's head for a short while.
- **Clock:** makes all the enemies on screen slow down.
- **Power drink:** for building up muscles and increasing strength.
- **Spin:** gives a revolving hammer attack.







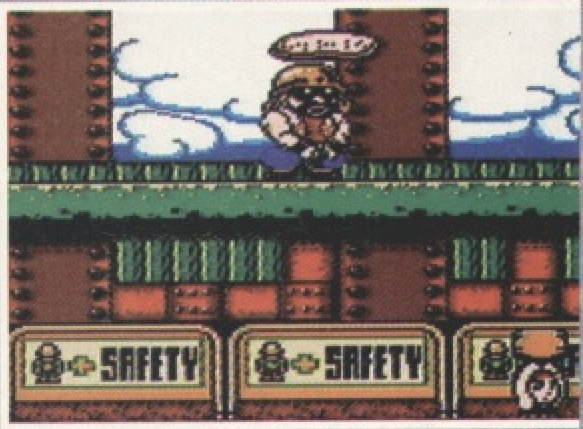
Ouch! Missing that platform can be very nasty, especially when you have a two ton hammer in your hand at the time!



You've heard of Dirty Harry, well *Hammerin' Harry* is just as mean and twice as clean! Bash your way around this platform-based beat-'em-up leaving mayhem in your wake. Gameplay's fast and furious and there are plenty of humorous touches — smack one dude on the skull and his toupee falls off! Graphics are well defined and the sampled speech excellent for the NES. Essentially a game for younger players but good fun for big kids too!

CHRIS 80%

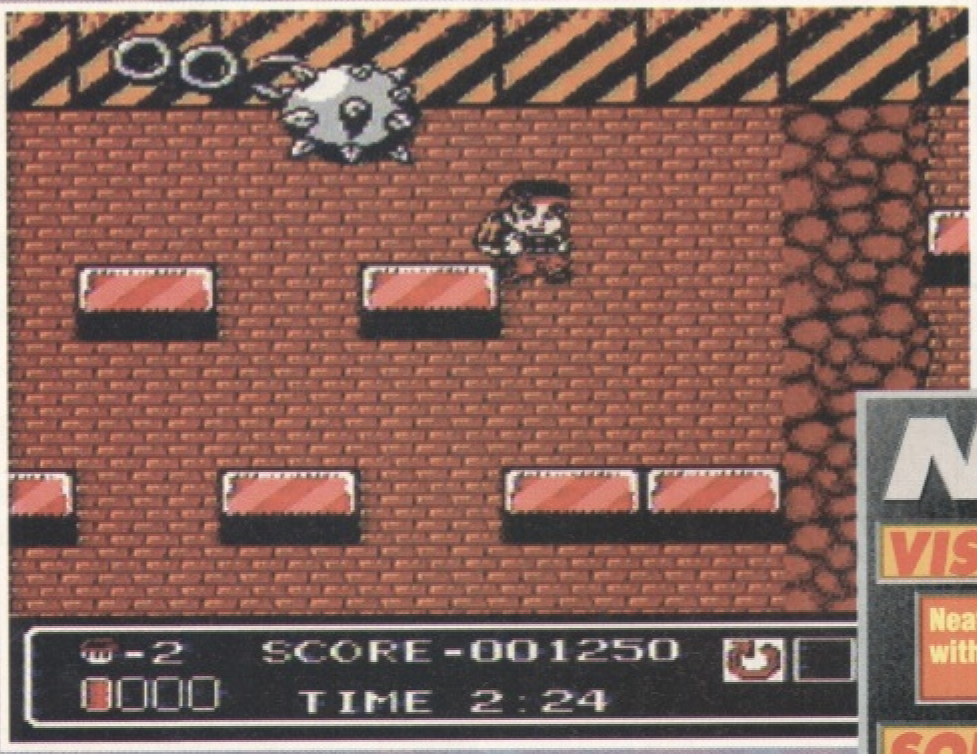




It's Dave Lee Travis, what's he doing at this construction site? You need a good hard hat around here.



ry

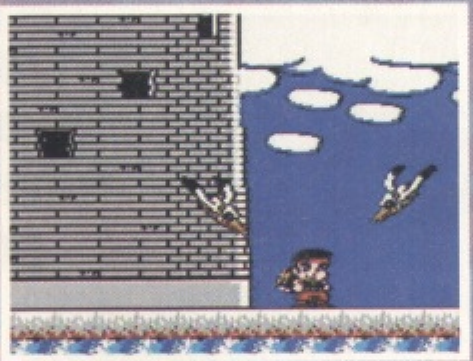


Dodge the large spiked ball and it's a short trip off the screen and into a hospital bed!

FORCE FAX



When taking a boat trip make sure Harry has no hammer power-ups, then stand in the middle of the boat and repeatedly press 'hammer up' — this fends off any attack.



Nutty birds everywhere! What's a mad man with a hammer [illegible] posed to do when [illegible] eagulls dive for his head. Hit the buggers quick!





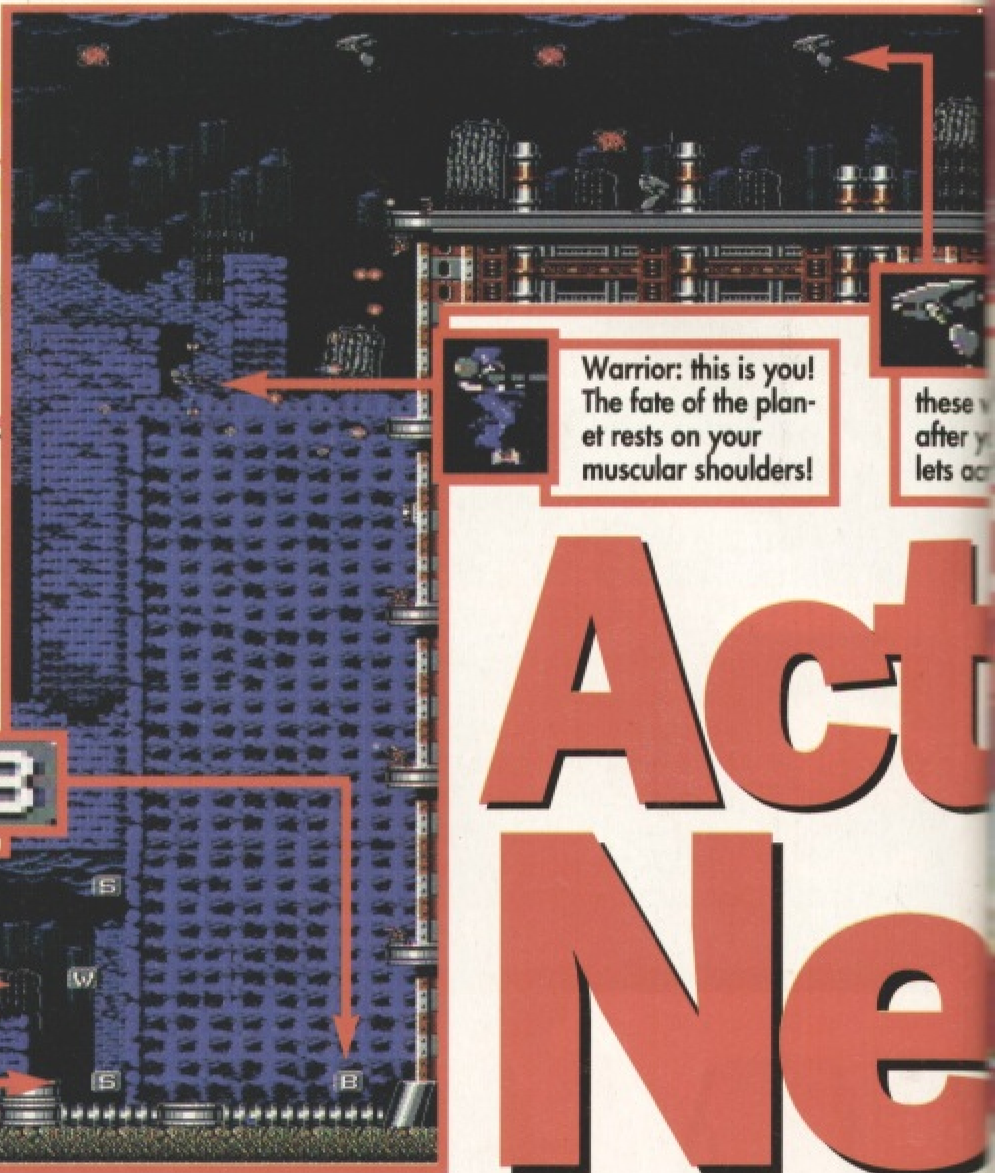
- **Producer** Irem
- **Players** 1
- **Price** £TBA
- **Supplier** Playtime

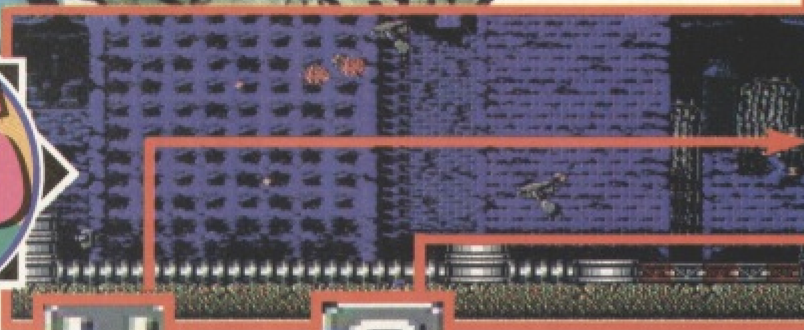


N-RATING

Category	Score	Comment
VISUALS	79	Neat sprites and backgrounds with the odd pleasant suprise
SONICS	80	Oriental style music and some great sampled speech
PLAYABILITY	81	Addictive stages but a little too easy for experienced players
LASTABILITY	80	Lots of variety, but could have done with a few more stages
FORCE	80	An original platform game with some addictive ideas







Act
Ne

NES



A walk through Harlem and a singles bar in 5th Avenue... CHRIS goes to the Big Apple in search of action but has he bitten off more than he can chew?





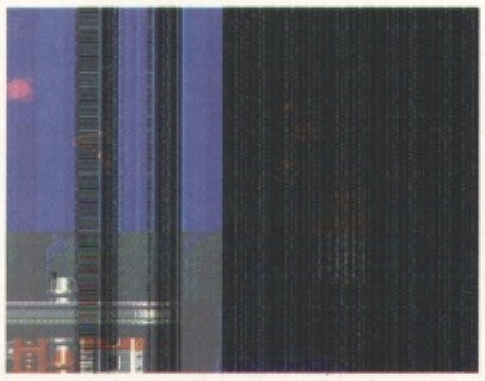


I don't care what you say — this guy looks absolutely nothing like Arnold Schwarzenegger... or does he?!

FORCE FAX



You have a limited time to collect power-ups before they scroll off screen. So don't wait too long!



Okay you've made it past Drone Blasters, Quad Killers, Beam Guns and Auto Cannons — but I bet you can't put a fruit pastel in your mouth without chewing it!

It's the 21st Century and the planet's under threat by an alien force led by the super commander Vile Malmo. An elite force of humanoid warriors, created by the world's top scientists, set out to engage the enemy in battle.

What's new you might say? Well, the scenario may be as old as songs on Sacha Distel's Christmas album, but French company Infogrames have come up with the fastest and smoothest vertical and horizontal scrolling shoot-'em-up to blast its way onto the NES for ages.

> "It left me sweating from every pore!"

If you're sick of endless cutesie platform games dominating the 8-bit scene at the moment, *Action In New York* is a refreshing change. I was awe-struck by the incredible speed of the game. The pace is frenetic and relentless — it left me sweating from every pore!

In one particularly-stunning section you scroll vertically while being attacked from every conceivable angle by zillions of aliens. I almost had a coronary trying to keep up with it all

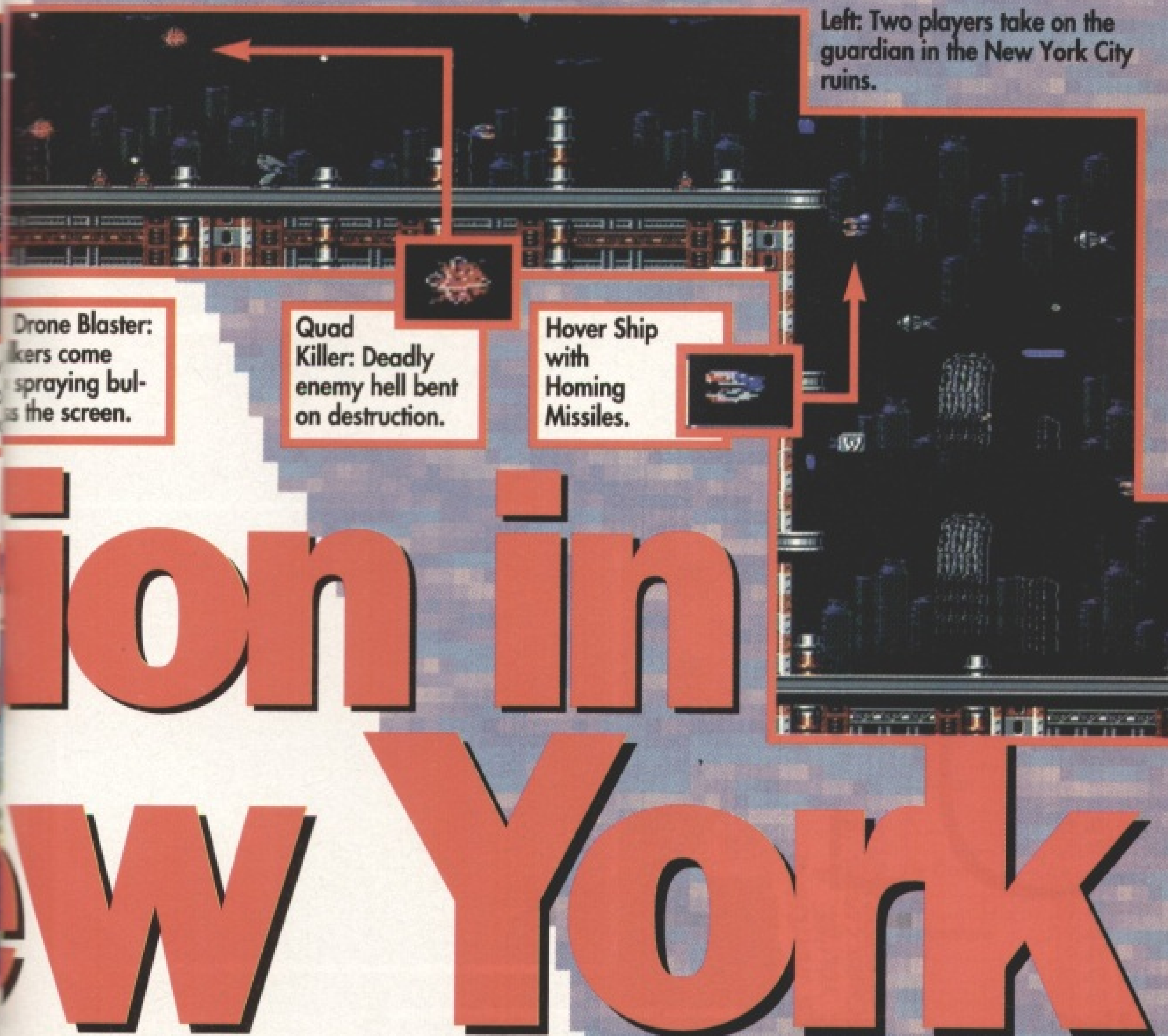
I don't know how the programmers have tweaked the NES CPU but they've done a brilliant job — there's not a sign of sprite flicker, jerky scrolling or slowing down anywhere.

Master blaster!

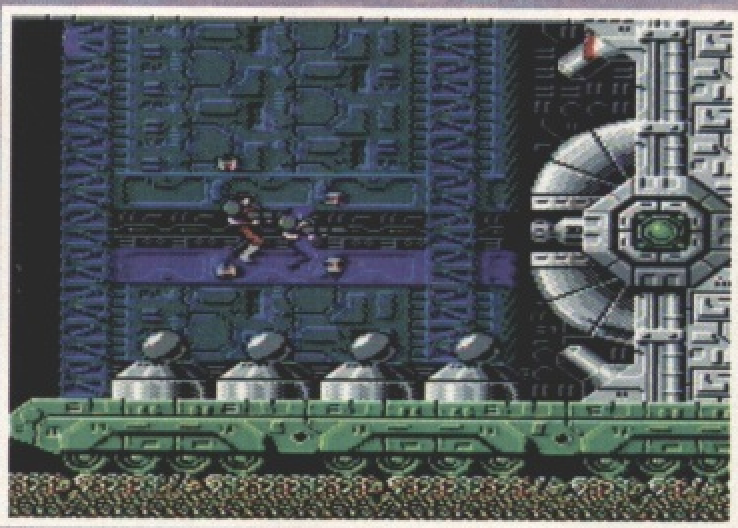
Format's the usual — blast through the level before taking on a mega-tough boss — but it's made more interesting by the multiple scrolling screens.

Rather than being stuck in a rigid left-right scroller, you get the chance to waste the endless hoards of aliens while jetting up and down as well as backwards and forwards.





Left: Two players take on the guardian in the New York City ruins.



Drone Blaster: …kers come spraying bul- …s the screen.

Quad Killer: Deadly enemy hell bent on destruction.

Hover Ship with Homing Missiles.

…tion in …ew York

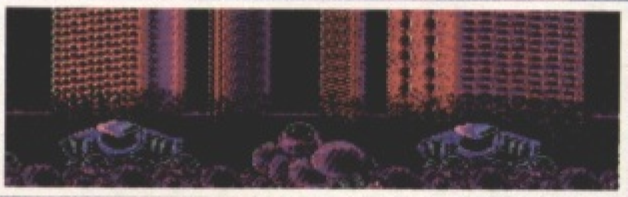
Hope you're not scared of heights. In this section you plunge 3,000 ft into the murky depths below.
Good job you can fly — you'd make an awful mess on the pavement!

Beam Gun: attached to walls and blast out a beam of fire at regular intervals. Avoid or be fried!

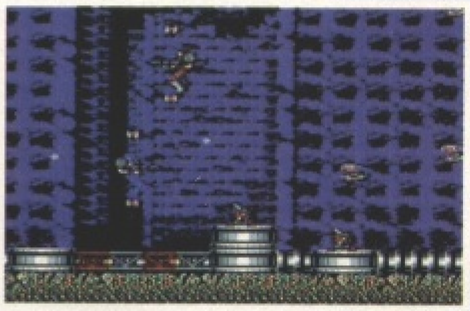
Graphics are colourful and detailed and backdrops vary as you move throughout stages. There are five incredibly-tough worlds to conquer with plenty of impressive power-ups to collect along the way.

With a difficulty setting so hard, it helps to have a fellow humanoid on hand. Thoughtfully, a simultaneous two-player option's been included which makes the challenge much easier. Put it all together and you've got an amazingly slick title which is destined for great success. If you like your shoot-'em-ups fast and furious, then









Above: in two-player mode the game's far more interesting. Below: these are the guys you're up against — good luck!



■ Producer
Ingogrames
■ Players
1 or 2 (simultaneously)
■ Price
£39.99



At last — a top quality one- or two-player simultaneous shoot-'em-up for the NES. This little gem is fast, furious and damn hard to boot. You rocket around the screen with your jet packs at full boost training those high-tech power blasters on anything that moves — wot fun to see them disappear in a spray of bone, gristle and blood! As always much better in two-player mode but surprisingly good by yourself. Good graphics with few flicker or collision problems combined with solid game play and better-than-average in game sound and FX make this a stunner. ***CARL 79%***

N-RATING

VISUALS 80
Good assortment of backdrops and plenty of screens, levels and enemies

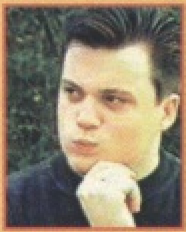
SONICS 78
Atmospheric and futuristic soundtracks keep the action pumping

PLAYABILITY 85
Amazing speed and great gameplay ensures you're hooked from the word go

LASTABILITY 85
Five worlds to conquer and a challenging difficulty setting

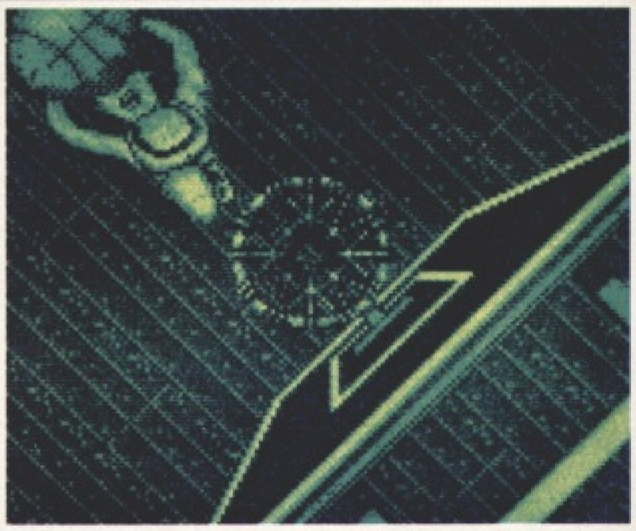
FORCE 85
An incredible title that pushes the NES to the limits





I've never really seen the point of football and basketball sims on console. If you want to play the games why not get outside and bounce the balls around for real? *Tip Off* has changed my mind though. This is one hot simulation with some neat graphical touches. One impressive sequence is where the view zooms into the basket to watch the ball fall in — simply excellent. The tunes on *Tip Off* are a delight as well, which makes a change on the Game Boy! For the best in basketball action check out *Tip Off* — as long as you play it on the way to the sports hall and not laze around the house!
NICK 81%

Tip Off





Our CHRIS is no basketball player. The closest he's come to dunking was the time he accidentally dropped a Hob-nob in his coffee!

I always thought you had to be tall to play basketball — not anymore! Imagineer have shrunk those giant players to fit the mini screen of the portable palm-sized pleasure provider.

This is a brilliant conversion retaining all the atmosphere and excitement of top quality basketball.

Switch on the cart and an amazing intro screen greets you. Take time top listen to the brilliant theme music — I'm sure it's a rip off of Russ Abbot's classic 'Oh What An Atmosphere!'

The icon-driven options screen boasts four game choices — practice mode, free throw competition for up to four players, knockout cup tournament or single match. Next, it's into the locker room to choose tactics. Zone coverage, half or full court press — the choice is yours! Flick the coin and before you can say 'Magic Johnson' it's on to the court for some serious slammin' and jammin'.

Tip off the old block!

Action's viewed from a 3D perspective and looks great. Animation's superb — take a peek at the practice mode! Controls are simple ([B] passes and [A] shoots) and easy to master. Scrolling's first class — the screen has no problem keeping up with the speed of the ball, ensuring hours of hassle-free play.

The referee keeps a close eye on the game, making sure all fouls are punished. Occasionally sprites appear to get blurred as players jostle for position, but this is a minor gripe. My only concern is newcomers to the sport may find the action boring. Playing against the computer's never as much fun as annihilating a mate.

Still, *Tip Off* is the best hand-held basketball sim to date. If dribbling's your forte, check this one out!

CHRIS 83%

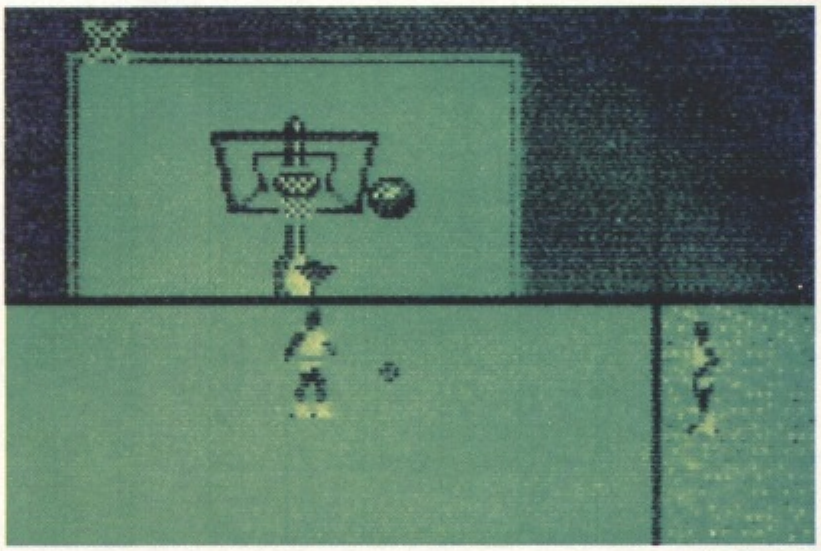


Stretch! If you stand on tip toes you might be able to make that basket!

He's going for the long shot. You need a very steady hand and good eye sight. That's why Chris missed the shot!

Producer
Imagineer
Players
1
Price
£24.99
Supplier
Playtime





N-RATING

VISUALS 85
Brilliant 3D perspective and stunning close-ups

SONICS 82
Bouncing theme creates a great atmosphere

PLAYABILITY 81
Simple control system though it seems a little too easy to score

LASTABILITY 78
A variety of modes though beating the computer soon gets boring

FORCE 82
A graphically great basketball sim — best of the bunch!

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'Ere! Is that a bike chain you're hitting me with? Better watch out or CARL will give you a good clonking with his dustbin lid!

River City some where, some time, some trouble. Slick — the meanest mobster in the whole damn town — has decided to take over the entire city, starting with the university. It's up to Alex and Ryan to beat him to within an inch of his miserable life.

But wait! Slick's nabbed Ryan's girlfriend. Will this stop the lads? — not on your life!

Mystical humour

Street Gangs is a one or two player game similar in format to *Mystical Ninja* on the SNES. The heroes wander the streets and into shops in search of hassle and a good scrap. It's a riot to play with a good mate. Laugh,I nearly bought a round!

> **There are some hilarious touches**

Particularly enjoyable's the interaction between the two characters. There's endless fun clouting your partner accidentally/on purpose! You're attacked constantly from all sides by foes of varying strength armed to the teeth with chains, clubs, knuckle dusters and dustbins. Kick and punch them until they drop their weapon then pick it up and save it for a rainy day (or a good brawl).

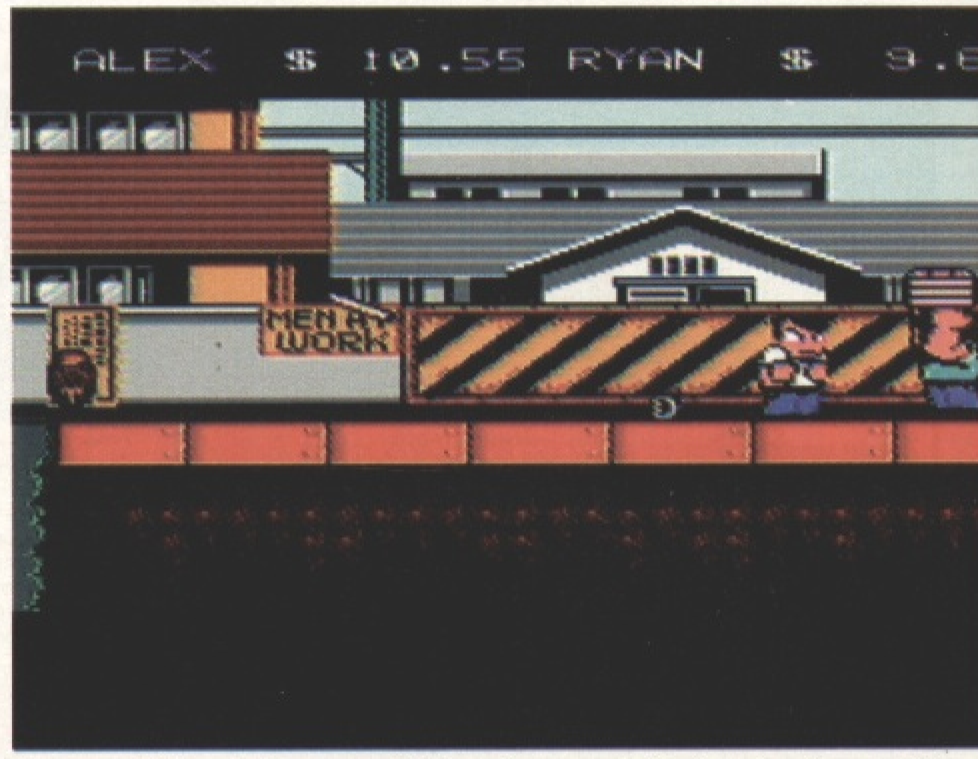
Ark shell butties

Enter shops to buy anything from coffee to exotic Ark shells. Each purchase increases the level of your character's four attributes — stamina, agility, power and energy. You start the game with a bit of money — if you want any more you have to mug the muggers!

Unfortunately two bad points mar what's otherwise an exceptional game. The collision detection's very poor (in some places the bottom half of the character disappears) and positioning the characters on-screen is very tricky, leading to frustrating control problems.

There are some hilarious touches to *Street Gangs* — try picking up your opposition and hurling them about the screen for a laugh!

CARL 81%



Men at work? Aren't they an awful Australian group! This is no time for pop trivia — Alex is about to get a crate on the head! Best bet here's to … Ermm… RUN!!!!!



Welcome to the mall. You can't kill anyone here but you might get a hot date with one of the babes. What d'ya fancy? Back row of the pictures — Bambi alright?!



Oi! You with the bin on yer head. I know it says trash pick-up but that's taking it a bit too far! Ever thought of a career as a bin man — sorry! Refuse collector!!



'Listen mate, get on my shoulders and I'll give you a lift upstairs — you let one go though and I swear I'll punch your lights out!' Oh! The joys of teamwork!



Street Gar



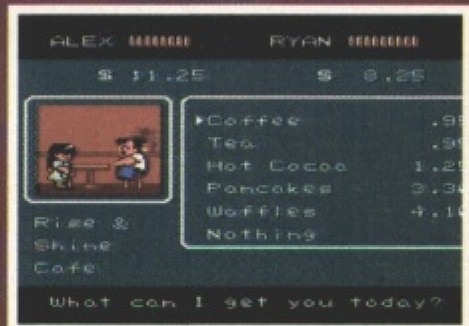
Combining beat-'em-up action with strategy sections, this 8-bit title struck me as a younger version of the brilliant SNES game *Mystical Ninja*, and is a similarly impressive achievement. Apart from a few sprite flickers, an occasionally dodgy control system and some slow gameplay, *Street Gangs* was absorbing and great fun. I particularly enjoyed smashing Nick over the skull with a bicycle chain or pulverising Carl with a baseball bat. More to offer than your average beat-'em-up and definitely one to keep an eye out for. ***CHRIS 80%***



After a hard day's scrapping Alex and Ryan love a bit of shopping. Restore energy in the cafe or buy a book from the newsagent – you may find a clue!



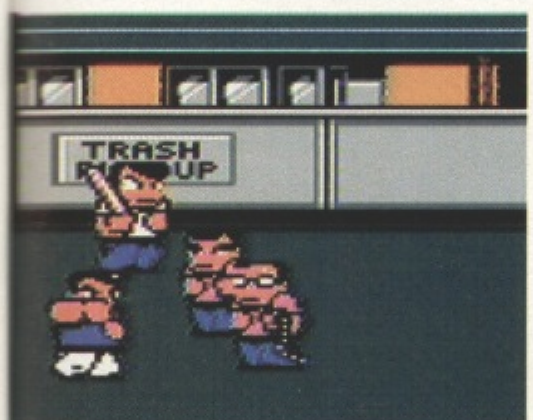
Okay, give me a Big Mac, large fries, chocolate milkshake and an apple pie to take away – what d'ya mean you don't speak English!



We'll try again. B-I-G M-A-C...Oh! This isn't McDonalds...Ermm Sorry!!!!



Above: You keep a look-out, smash the window with me bike chain!
Left: What's a nice girl like you doing in a place like this? Fancy popping down this dark alley with me and me mate?



It's time to empty the trash! Smash the ugly dude over the skull with the baseball bat. Who's that guy with the bicycle chain? — nice glasses!

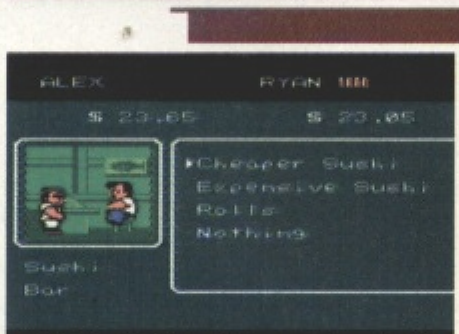


FORCE FAX



If in doubt pick up anything lying about to chuck at the bad guys — even your pal. But what ever you do, always start the day with a coffee!





N-RATING

VISUALS 83
Very basic but smooth and very colouful

SONICS 67
Average FX, slightly better BGM. Nothing to write home about

PLAYABILITY 86
Top quality gameplay, best in two palyer mode

LASTABILITY 80
Large playing area and lots to do — should hold it's appeal

FORCE 81
Great beat-'em-up and a chance to nail your best mate!

■ **Producer**
Infogrames
■ **Players**
1 or 2
■ **Price**
£39.99



ngs

WARNING!

THE PICTURES ON THIS PAGE ARE SO STUNNING THEY CAN CAUSE PARTIAL LOSS OF SIGHT, AND SLIGHTLY UNPLEASANT THINGS HAPPENING LIKE AN ONION FALLING ON YOUR HEAD! YOU MUST WEAR THE PROTECTIVE GOGGLES PROVIDED.

What, no goggles? Okay, so we're pulling your leg, but watch out for the onions — they're for real!

Puff the Paint

What a selection! We had so many entries for our art competition 'N-FORCE in drag' that we've decided to open our own gallery. Over 500 to be vaguely exact! And there were some corkers among them...

The choice of winners was incredibly difficult with no easy decisions — apart from whether we should hold Dougie upside down in a vat of warm custard. A unanimous yes! After much deliberation, cogitation and selective nibbling we chose four winners and six runners-up — here's some of the best tasting ones (sorry to Duncan Scott, 14-16 winner, yours was just too big to print!) Bad luck to all those who didn't quite make it — next time use more ketchup, it really aids digestion.

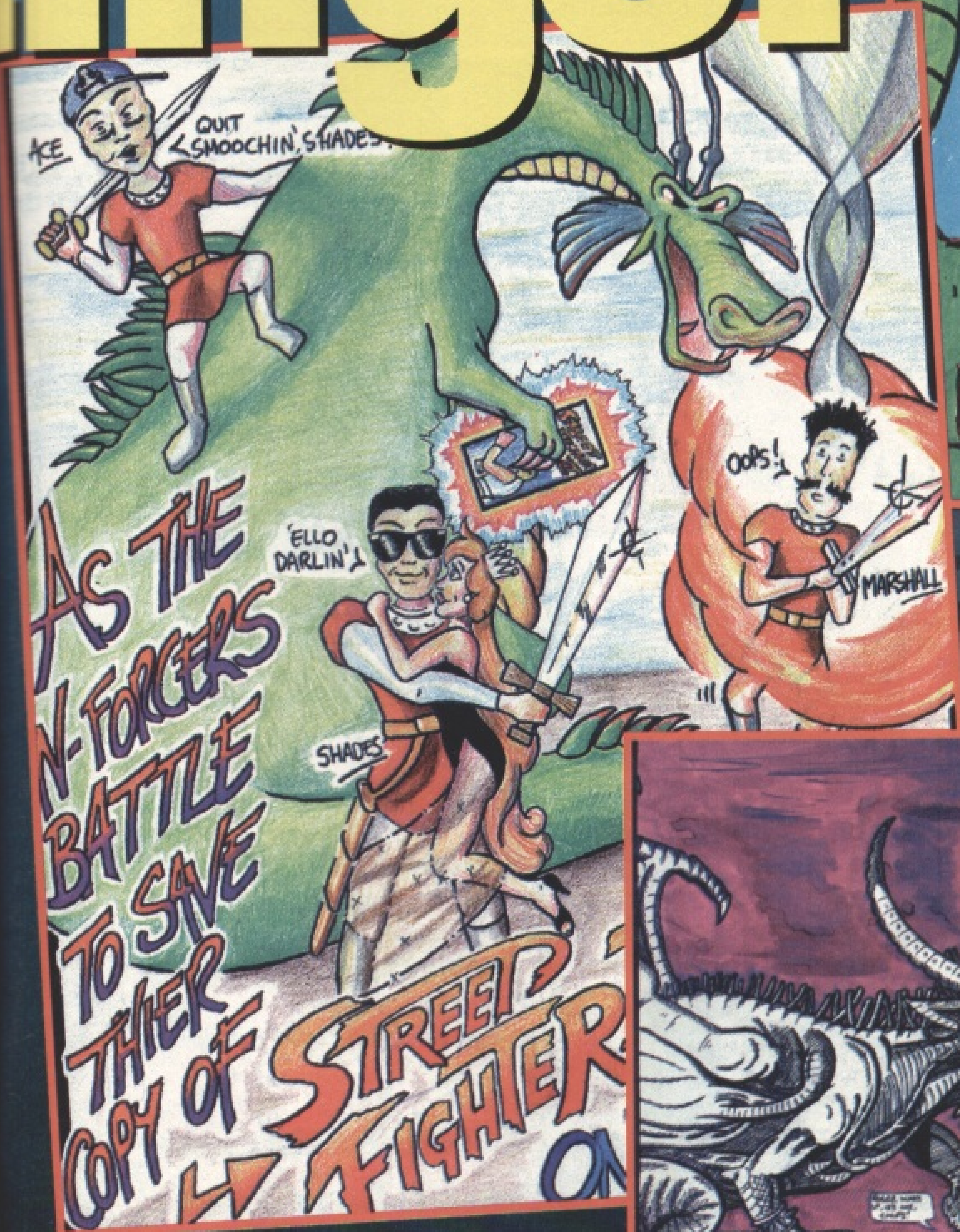
What a montage! It's the N-FORCErs and just about every other character who's ever graced the Nintendo games-playing screen. Drawn by Jonathan Green, the winner of the 8-13 age category, this sexy piece of art has won its owner an SNES console and a copy of *Dragon's Lair*.



e magic tings!



Yasir Khan of Halifax took out his feltpens, put together a masterpiece, and for his effort takes home an brand-spanking new SNES console and a copy of *Dragon's Lair*. Winner of the under-eights section, he shows a marked affinity for impressionist works (either that or he's colour-blind!) Only kidding mate — we love it!

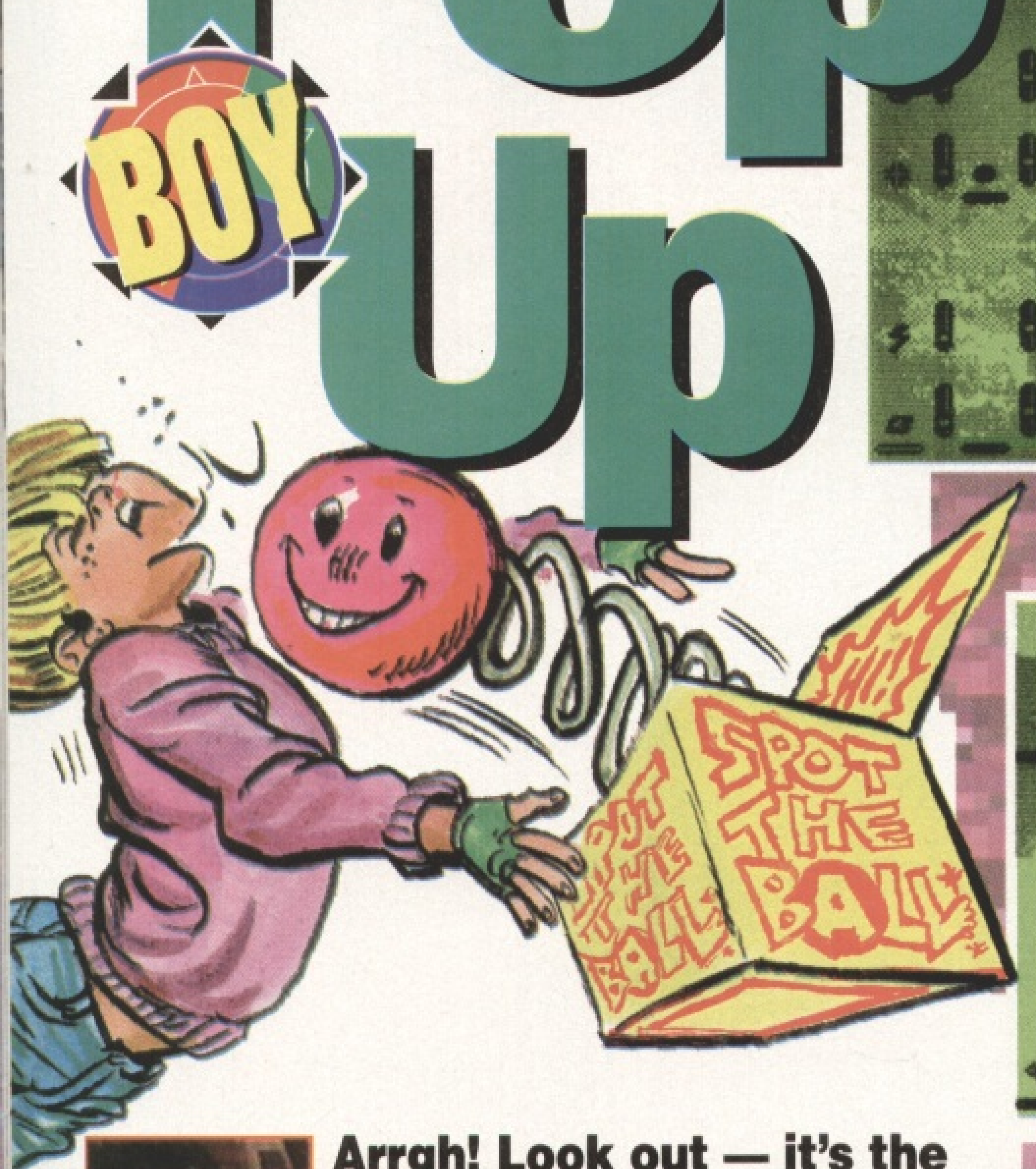


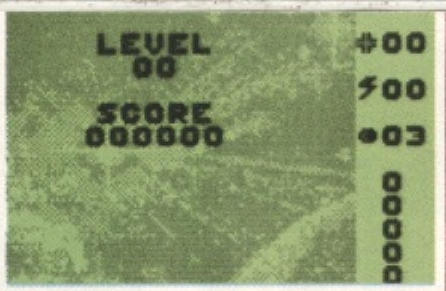


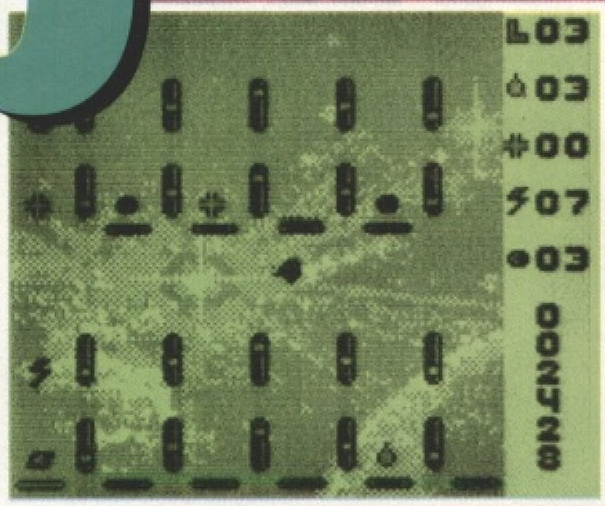
ABOVE: 'Ere, what are you doing with that princess? Nick (Shades) Roberts shows that when it comes to dragon slaying, he's a real lounge lizard! This excellent pastel job, by Nic Hills of Datchworth, shows the N-FORCErs in true form!

RIGHT: Angie Baldard from Dorking demonstrates with this intricate piece of penmanship what can be achieved with a dragon, a group of men in loincloths and a biro.

Pop Up



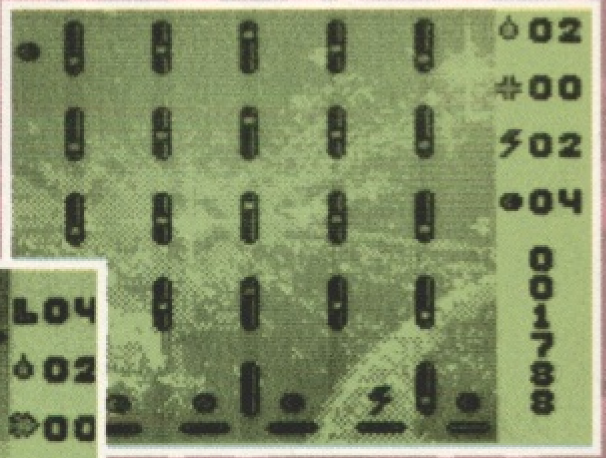


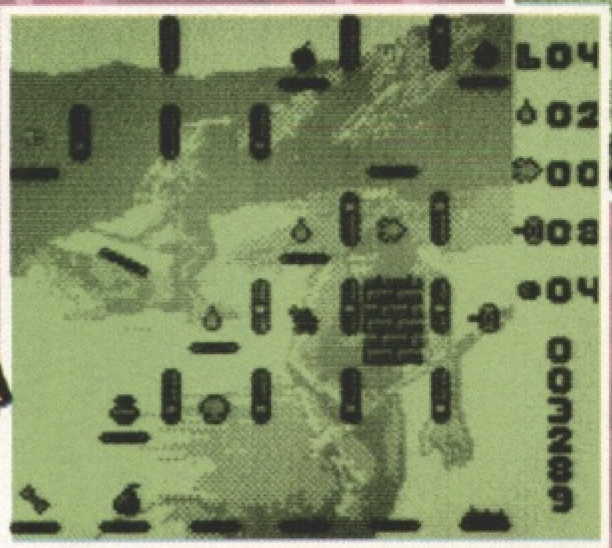


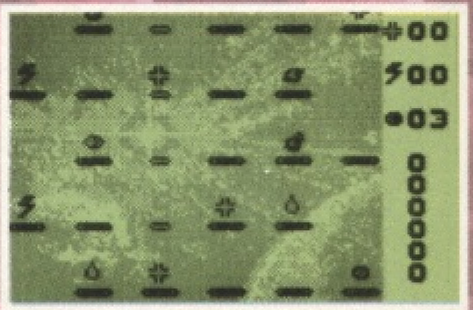


This is an infuriating puzzler that's impossible to put down. Gameplay's so absorbing, it's easy to lose all track of time as you bounce your way through 100 brain-busting levels. The difficulty setting varies from ridiculously easy to downright impossible, making this game ideal for youngsters and adults alike. The ditties are suitably bright and cheery and the password option every ten levels is a clever touch. A fun game that'll have you ripping your hair out. ***CHRIS 80%***

The icon table on the left tells you what items you've picked up so far.









Arrgh! Look out — it's the dreaded bouncing ball! Grab those bats and make a racquet! Is CARL off his loaf? Naw, he's a toaster!

What! More balls? Hang on a minute, there seems to be a lot of ballsy games about these days! Now, courtesy of Infogrames we have another one — and it's fully-rounded with plenty of bounce.

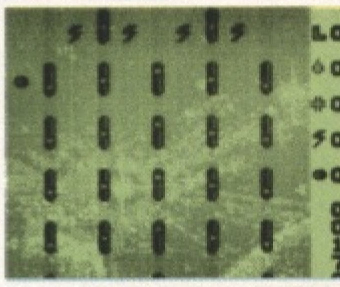
Pop Up is a great portable puzzler. The aim's to guide a small ball through 100 levels of mazes — many with only one safe route. Each maze consists of vertical and horizontal walls. Some walls are solid, others disappear after you bounce on them. Points are scored by collecting items strewn throughout the maze. Grab them all and the exit appears.

Pure and simple

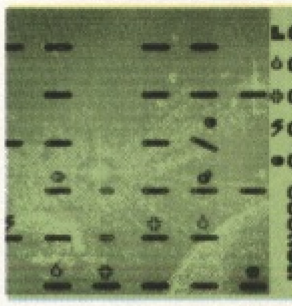
Addictive's not the word — it plays like a dream! The puzzles are a nightmare but it shows that sometimes the simplest ideas are the best.

Straightforward graphics and tunes that complement each other are a pleasant change. It kept me playing and tearing my hair out for hours! All in all, a little frustrating but still a great game. A definite breath of fresh, noxious-vapour free air.

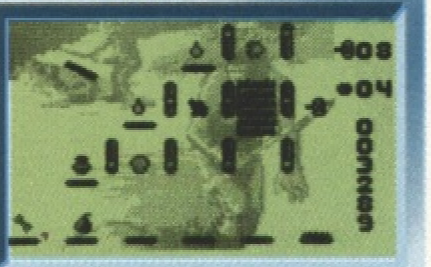
CARL 78%



Guide the ball around the maze to find the hidden exit — trust me, it's more exciting than it looks!



FORCE FAX



Watch out for sections of wall set at 45 degrees. Get stuck against one of these and it's time to start again!

■ Producer
Infogrames
■ Players
1
■ Price
£24.99

N-RATING

VISUALS	Simple and basic but serve their purpose	61
SONICS	Soothing tunes just right to stop you from head-butting the cart	63
PLAYABILITY	Easy to get into and a real pig to put down	89
LASTABILITY	With 100 levels, will you ever reach the end?	85
FORCE	If it's puzzles you want pop up to the shop and get a copy!	79

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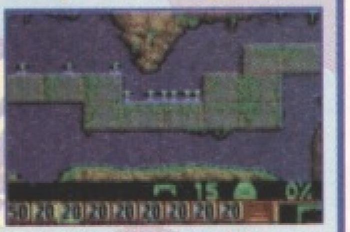
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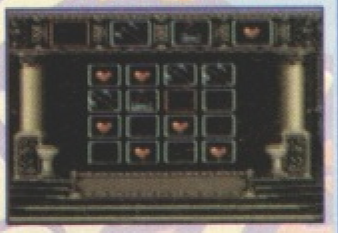
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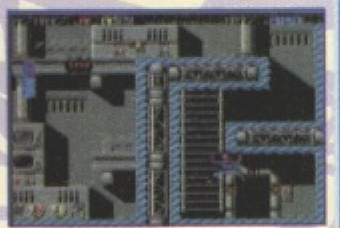
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Wild weapons!

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Flame: powerful stuff at close range, collect more to increase the power and range.

Plasma: faster stream than bullets, collect more for a wider range.

Laser: destroys everything in its path, faster pulses the more you collect.

Ionic: a weapon that splits in two when it hits something, can cause a knock-on effect.

X: powerful special weapons that destroy everything in their path.

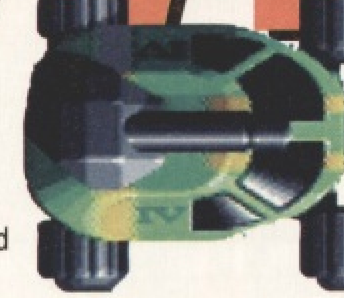
S: scorch weapons — explode into a ring of fire around the player's vehicle.

H: homing missiles that launch on a seek and destroy mission.

SNES



Super SWIV





What?! Land mines, tanks, hidden snipers and the choice of a jeep or chopper. NICK takes to the air — it's definitely safer up there!

Something strange has been happening to military prototypes all over the world. They leave for manoeuvres to be tested and many never return!

The blame lies with a new race of underground dwellers who are preparing to take over the world with the most powerful and effective prototype weapons imaginable! What are these people like? How can they be stopped? Do they have strange eating habits? Read on...

Two players can battle against this menace together, each controlling a different vehicle. For air warfare there's a helicopter with fuel-injected emission pods, turbo system and a mounted pulse cannon. For scurrying around on the ground there's a special jeep with armoured combat chassis and Y-rigged jump suspension (I hope you're ready for some serious destruction!)

> **"Coin-op quality with some spanky animation"**

Mission time!

The trip to the dwellers' secret base journeys through six levels, into the desert and jungle, up to an active volcano and into the enemy complex. Each has unique ground and air enemies to overcome and players choose to take the mission in the jeep or helicopter, or as a simultaneous two-player game.

The helicopter's the fastest and flies over the whole screen, but unfortunately only fires forwards, restricting the use of weapons! The jeep fires in all directions but travels along the ground, avoiding houses, tanks and searching out bridges.

Both vehicles pick up the same power-ups with bigger and better weapons, more fire power and special shields to protect from enemy fire for 12 seconds.

It's so hard!

Tough guy shoot-'em-up fans addicted to arcade scorchers will drool at the sight of *Super SWIV*'s visuals. Coin-op



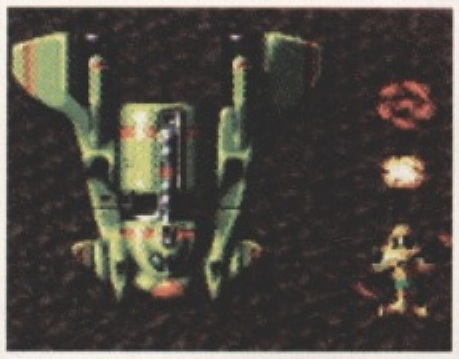




The jeep and helicopter working in perfect harmony. A constant stream of bullets soon polishes off any plates of cream cakes.



If you like your shoot-'em-ups tough, then this game's for you. Graphics and sonics are excellent but I found the lack of difficulty setting and continues very frustrating. The helicopter's the easiest to master if Nick doesn't hog it — the jeep's just totally infuriating. But even so, it's a challenge to get past the early levels. Scrolling's smooth throughout and there's no sign of any slowing down. Definitely for those seeking a serious challenge. If you're only an average player, forget it! ***CHRIS 80%***



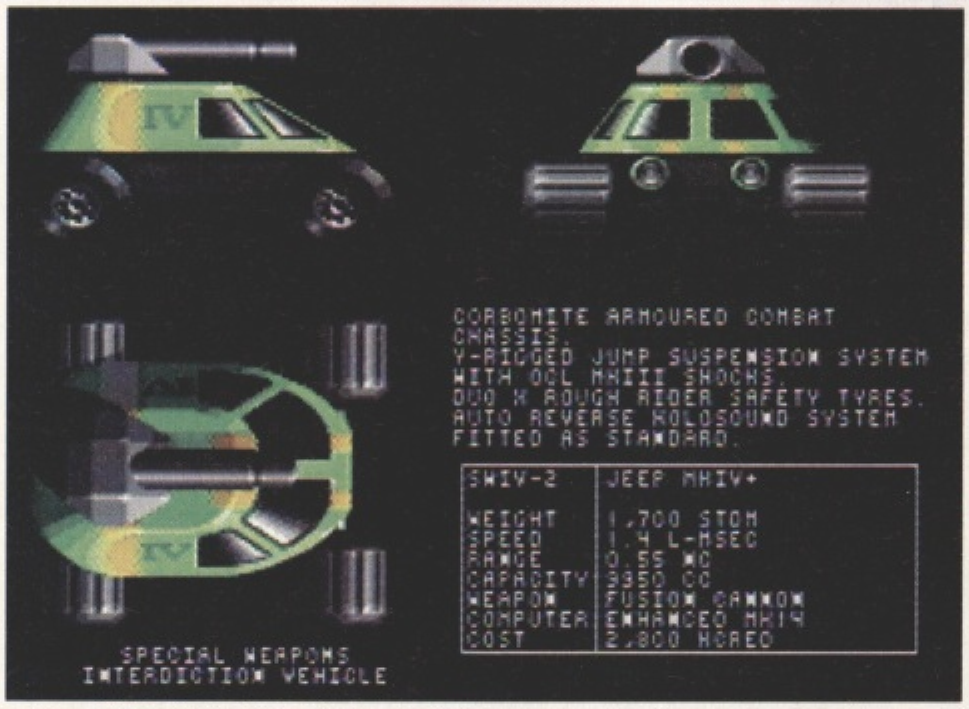


Wow! Explosion city man! This copter really knows how to cause mayhem and heart ache to the wives and kids of the soliders on the ground.

FORCE FAX



When starting Level One immediately move to the bottom right of the screen — there's a hidden power up that starts things off nicely!





Collecting a force field bubble protects from a blast from the past. These black balls are really tough to fly through.



The easiest way to mow the lawn is to wop out a big laser gun!



quality with some spanky animation and detail thrown in, there's also a great intro sequence to enjoy.

Gameplay's a little tough at first with a constant bombardment of bullets and missiles from every direction. But after a couple of plays you start to know where to take evasive action. Now stand by for a horrific fact!

There's absolutely no continue option with *Super Swiv*! Play as far as you like into the game, get right to the end if you want, and pop your clogs. You have to restart from the beginning of Level One!

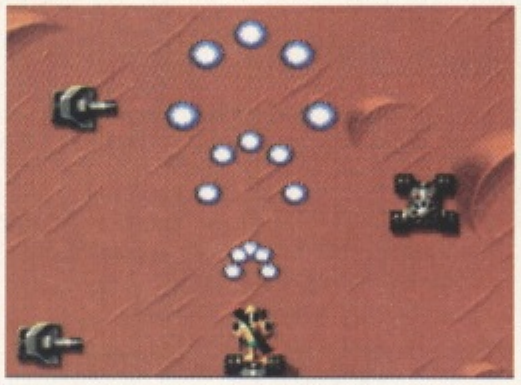
If you think you're up to the challenge get out your best joypad and prepare for war! ***NICK 76%***

■ **Producer**
The Sales Curve
■ **Players**
1 or 2
■ **Price**
£TBA





It's another interesting screen from level one, because it's just so difficult to get to any other level! If you can beat it send us some photos!



A nice stream of bullets is always the best way to kill and maim human flesh, but then these guys aren't human so who gives a flying fart? Are you raving mad Nick?

N-RATING

VISUALS 86
Packed with detail and faster than Carl eating cheese!

SONICS 79
Realistic in-game FX with great atmospheric background tunes

PLAYABILITY 71
Tough to get started and frustrating with no continues

LASTABILITY 69
A great looking game but probably too tough for most

FORCE 78
Hardcore shoot-'em-up spoilt by the lack of continues

NES



Wonderful weapons!

Weapons are activated by touch. Each enemy hit with a special item changes into a fruit bonus worth mega points.

Bomb: keep away from this or it blows up in your face.

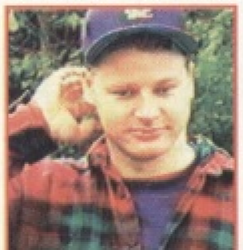
Dynamite: sends out a blast left and right, zapping everything in the way.

Missile: blasts all of the enemies in a single direction.

'S' (Red, blue, white, yellow): bounces around the screen bopping baddies on the bonce.

Fourball: flies around randomly killing everything it touches.

Rod



Either there are fairies at the bottom of the garden or that gnome's got wings! CHRIS grabs his magic wand and heads out to investigate...

One thing's always puzzled me — are fairies male or female? It may sound daft but if fairies are sexless then how were Tam and Rit born? And who's their mum and dad?! While you're thinking about that I'll explain the scenario.

One day a hideous monster kidnapped Tam and Rit's mum — now our two loveable heroes are out to rescue her — altogether now, Ahhhhh! So armed only with the flimsiest of magic wands and more courage than Allied Breweries, they set out on the perilous path to Maboots Tower.

Tower terrors

On their way through the flower-strewn screens they encounter such weird and wacky characters as the Kaburras, Spuds and Polymorphs. A quick zap with the magic wand captures the foe, leaving you free to bash them repeatedly around the floor. After a couple of good smacks on the bonce the bruised and dazed enemies surrender a special weapon.

To complete a level, gather all the flowers located around the platforms. Each blossom accumulated's worth more than the previous. However, each time the wand's fired the score multiplier resets to fifty. Some platforms appear unreachable but Tam and Rit can access them by building ladders. Collect all the flowers and the remaining enemies turn into what look like choc-ices with legs. Each one bashed relinquishes a letter. Spell 'EXTRA' and an extra life plus a 10,000-point bonus is awarded.

Bloomin' great fun!

Turn on the cart and you may be forgiven for thinking this is another mediocre cutesy 8-bit platform game. Graphics are only average. Each scene's a slight variation on the last but backdrops remain the same, giving the game a static feel. The colourful end-of-level screens are much more in keeping with the feel of the game. The sonics are the usual blippy offerings from the dreadful NES sound chip and are best turned down.

> **"Each scene is a slight variation on the last"**

Get past these small glitches and the game bursts into life.

There are loads of great options, including one which allows our heroes to be transformed into cool dudes sporting shades and baseball cap. Difficulty level's spot on and the controls are a cinch to master. There's 31 tough scenes and four big bosses to beat so it'll keep most platformers occupied for many an hour. In a nutshell, *Rodlands* is fun for all the family and definitely a title to keep an eye out for. **CHRIS 83%**



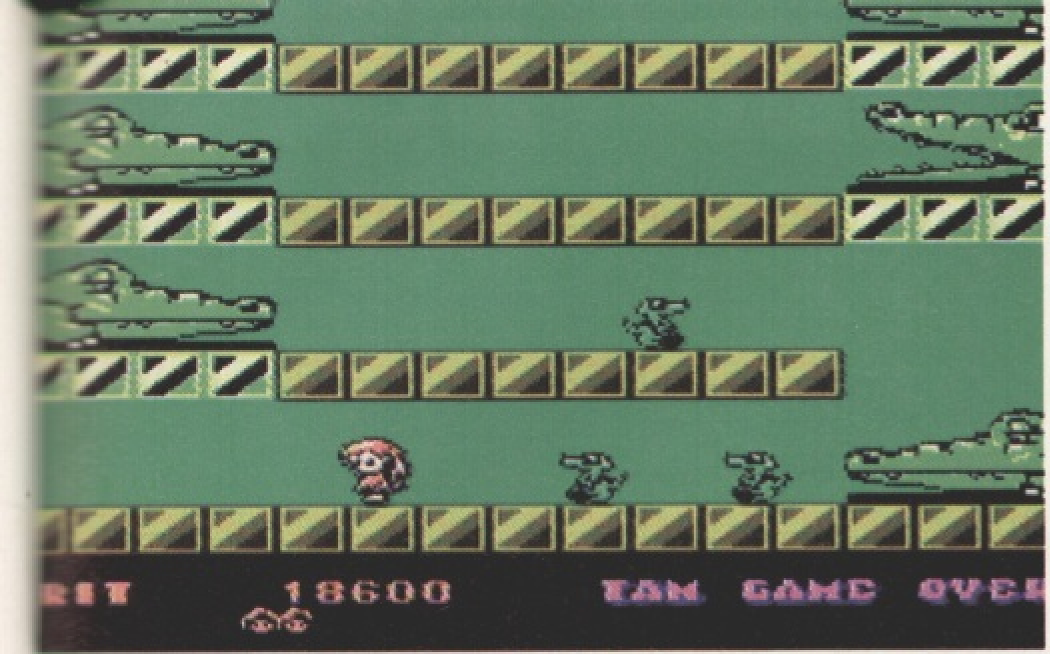
This is one game where the fairies fight back! No more cute frilly dresses and wands — these dudes wear shades and punch hard! *Rodland* takes the beat-'em-up theme and gives it a twist. To dispose of enemies, Tam and Rit grab them and bash them about their heads until they pop! Really rough stuff — but great fun. There are some mean end-of-level geezers too with crocodile attacks and a giant whale to sort out. With lots of great tunes and some spanky effects, *Rodland* is a sure fire hit! **NICK 85%**



Call those ghosts! They look more like bags of flour to me. If they make themselves into bread they might be scary!



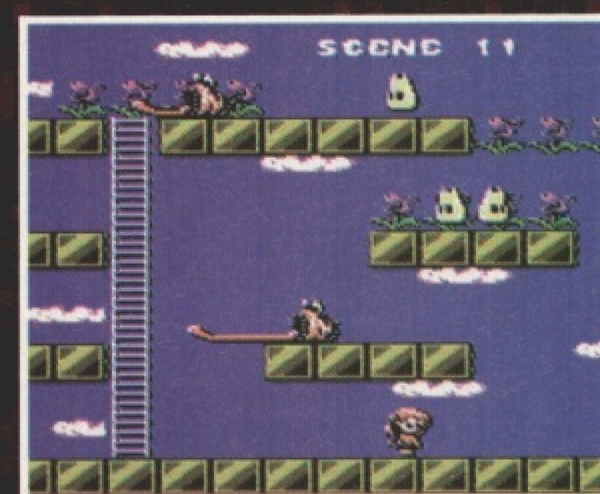
Oh woe is me! The fairies' mum has been put in prison for not making the kids' beds. Quite right too!





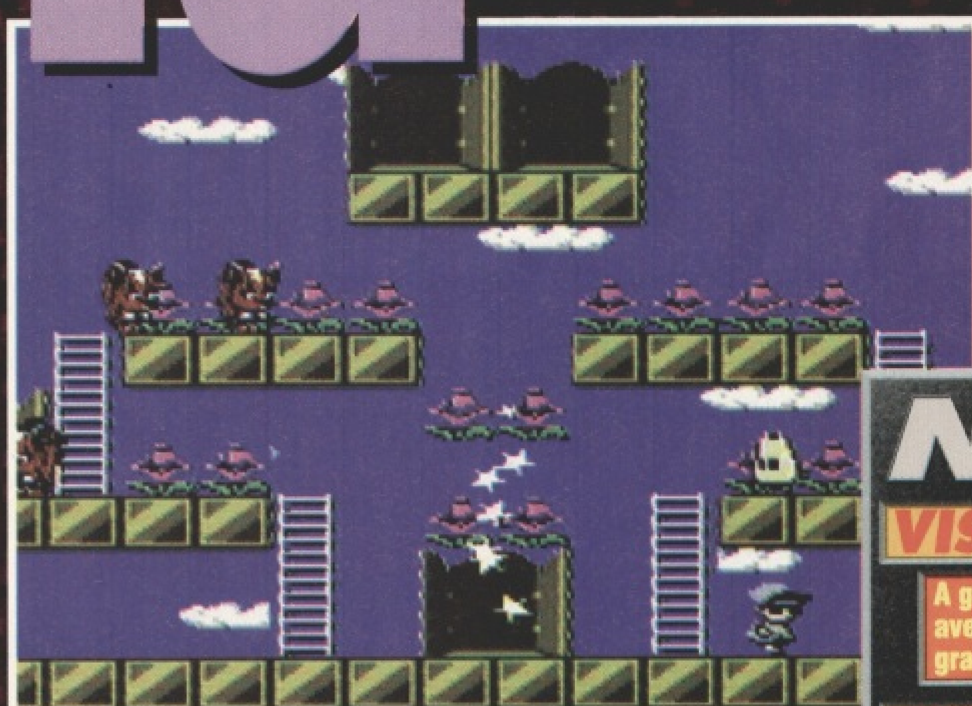
land

Fairies, flowers and fluffy clouds. Is this a cool dude's nightmare or what? Pass the candy floss, I want another go!



Tam (or is it Rit — you can't tell the difference) is about to be attacked by a giant, slurpy, tongue-like thing. It's got big teeth so it's probably a good idea to run as fast as possible.

This is not the sort of thing fairies should be getting up to! They should be down the bottom of someone's garden chattering and causing trouble!



FORCE FAX



Word of warning — after one minute on the same screen all the enemies turn into evil kamikaze blue dudes. The slightest touch and it's death!



Hey dudes! Select the special option and the fairies turn cool complete with shades — who does that remind you of?

Rabbits, rabbits everywhere and not one to put in the pot and eat! It's just like snakes and ladders without the snakes. Bash the bunnies on the head for a laugh!

- **Producer** The Sales Curve
- **Players** 1 or 2 simultaneously
- **Price** TBA

N-RATING

VISUALS 72

A great ball shoot sequence, with average animation helps bring the game graphics to a high level.

SONICS 70

A great ball shoot sequence, with average animation helps bring the game graphics to a high level.

PLAYABILITY 86

A great ball shoot sequence, with average animation helps bring the game graphics to a high level.

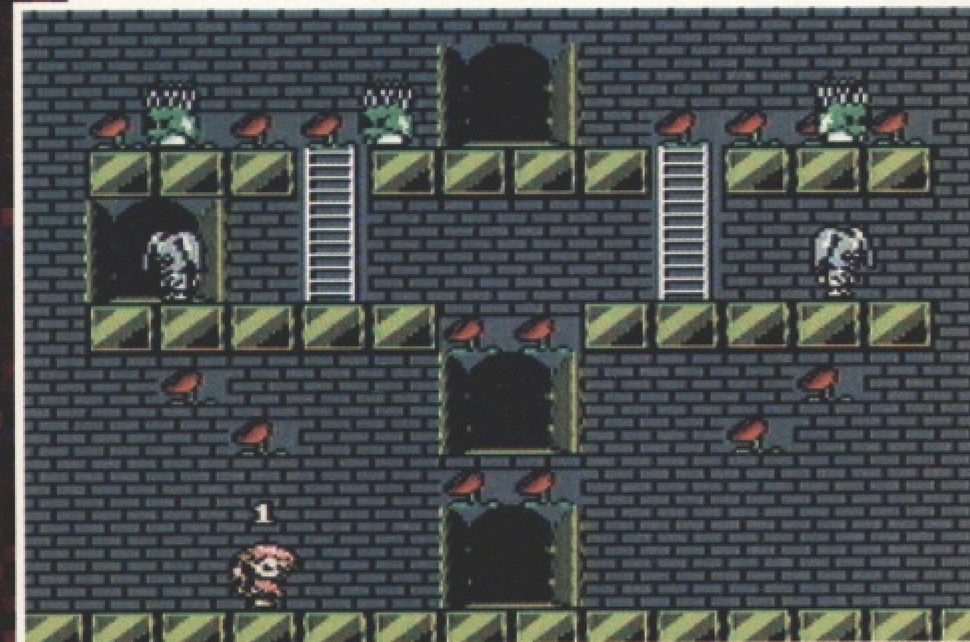
LASTABILITY 85

A great ball shoot sequence, with average animation helps bring the game graphics to a high level.

FORCE 84

Fantastic value for money — miss this one at your peril!





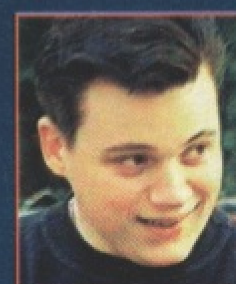
Eek! It's a huge purple whale with a big cheesy grin. I wonder if he just wants to be friends, and if he has a brother called Moby?





Tam and Rit have a huge job ahead if they want to rescue their mother from the hideous monster at Marboots Tower — lucky they've got their wands with them!





Fairies everywhere and not a drop left to do the washing up with! NICK puts on a frilly pink tutu and grabs his wand!

BOY Rodland

Arrgh! All I can see before me are fairies! They're coming to get me… oh no! They've all got big wands and an evil look in their eyes. You'd better pop back to Page 78 and check out the story line while I beat them off…

…oh, you're back then! Good, well the Game Boy version of this great little arcade game's even better than the NES! All the sprites are sharper and each level's expanded for the small screen and now scrolls about as Tam or Rit move. It all adds to the fun —you can't tell what's coming up around the corner and often end up walking straight into a booby trap full of evil bunnies or slugs with long tongues — how cute!

Sonic treats!

Sonics are a real treat though with some top tapping tunes and warpy sound effects as the fairies get vicious with their wands. All the sparkling effects as they bash around are great too.

The game seems to be slightly harder than its console counterpart. Partly because of the smaller screen but the programmers have also taken out the continue option. This forces players to improve their gaming skills but can put first-timers off from the start!

Which ever format you play it on you have to admit that *Rodland* is a great game. An arcade-style teaser that wins all the way! ***NICK***

■ Producer
The Sales Curve
■ Players
1 or 2
■ Price
£TBA



FORCE FAX

To get out of any tricky situations simply send a ladder soaring into the air and climb up it. When a nasty follows you jump back down to the left or right thus avoiding his deadly touch!

N-RATING

VISUALS	**82**
Lots of cutesy sprites and plenty of detail and animation	
SONICS	**85**
Nifty tunes for each level and sparkling effects	
PLAYABILITY	**89**
Lots of fun to be had collecting flowers and climbing ladders!	
LASTABILITY	**81**
Lack of continues mars the enjoyment slightly	
FORCE	**84**
Fun arcade basher with a fairy-style twist!	

SNES

Roboc





Yikes! CARL's gone all shiny and his voice sounds like he's inside a baked bean tin — is this the future of game enhancement? Or just a steaming pile?

Robocop, the future of law enforcement, is here! This time his moral sensibilities are offended by the actions of OCP's Rehabilitation Officers. Their job's to clear the streets of Old Detroit to make way for the construction of — yes you guessed it — Delta City. What particularly gets under Robo's titanium and Kevlar skin is the way the rehab officers throw helpless families out into the street to make way for the bulldozers. So peeved is our chromium chum that he chucks in years of serving the public trust to join the resistance against OCP.

> "An attempt to cash in quickly on a film licence"

Bullet-proof bully

Robocop 3 is a standard left-right scroller with a few jumpy and elevatory type bits. It has the added attraction of strapping on your Acme rocket pack for two view-from-above flying sections. This is similar to the free-fall bits in *Pilot Wings* but without the ability to climb or descend (until you get shot down that is).

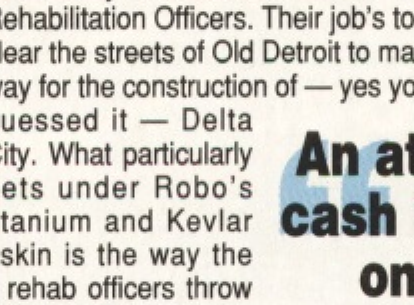
Most of the levels see your chunky sprite clumping its way through the streets, car-parks, sewers and places of worship of down town Detroit. Shooting the mass of bad guys hiding behind crates and in windows is the mission, but they all seem to have guns trained on you! If that wasn't bad enough there are ED-209s and OTOMO, a new and deadly ninja robot to deal with. All this to rescue a pre-pubescent electronics whizz and a girl — why he should want one of those when he's clad in stainless steel from the neck down is beyond me!

So what's the down side? Well firstly it's stupidly hard — you'll be lucky to see the end of Level One.

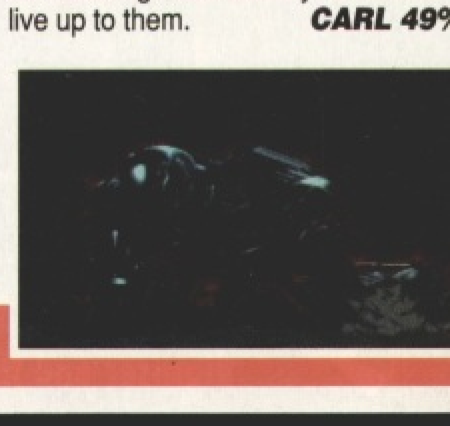
Add to this collision detection problems that make an elephant with a cup of tea look positively dextrous and what you get is very poor fare indeed. Why? Is it just bad playtesting or an attempt to cash in quickly on a film licence that may never appear?

I don't know, but what really rankles is that Ocean can produce a game as brilliant as *The Addams Family* and follow it with this! Come on Ocean, if you set such high standards you should live up to them. ***CARL 49%***

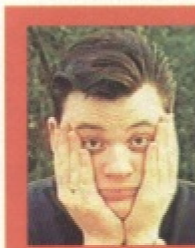
FORCE FAX



When starting Level One immediately move to the bottom right of the screen — there's a hidden power up that starts things off nicely!



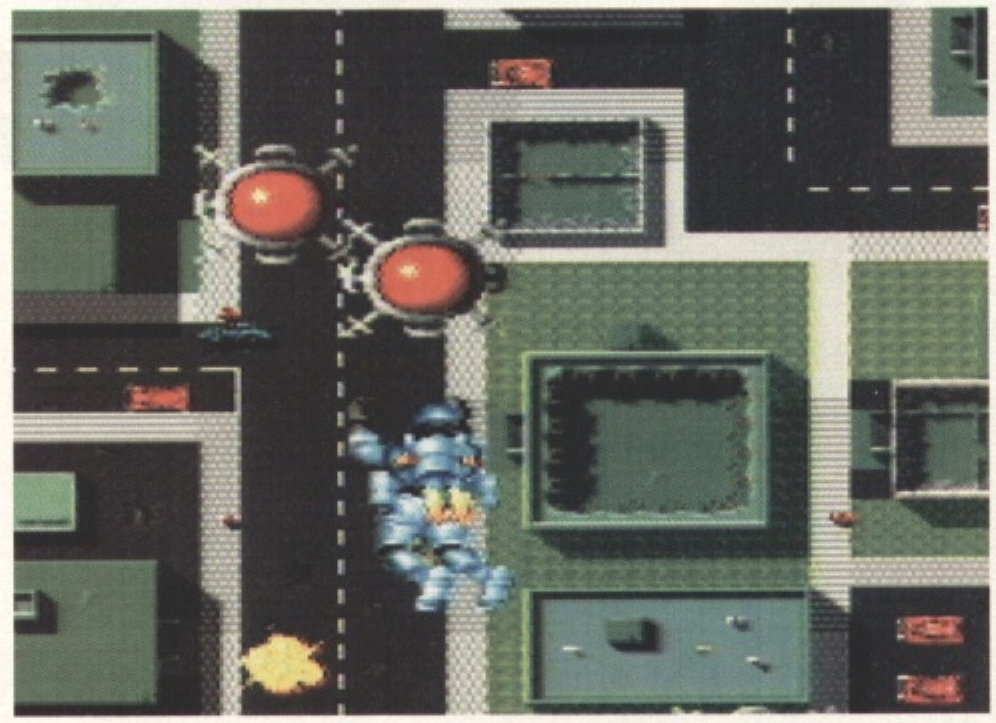
cop 3



After all the hype that *Robocop 3* has received over the past few months I was expecting a great game from Ocean. What did I get? A complete pile of puke with one of the 1980s top film stars looking a complete prat in it! Level One is just much too hard to be playable. Bullets fly at Robo from all directions. They should just ping off with him being as hard as nails but instead they kill him in a matter of seconds! After all this we actually found that it wasn't really worth surviving through Level One. The flying level's just as bad! I'd stay well away from *Robocop 3* — it's dire. ***NICK 47%***



With a great big metal suit like that, you think you'd be safe against all these thugs — don't you believe it! That suit's really made out of kitchen foil.





The view-from-above outlook gives this game a bit of variety and makes a pleasant change. Let's face it, this is one game that could use all the help it can get.





A new outfit Robo, or are you just a tad embarrassed?



Producer
Ocean
Players
1
Price
£TBA
Supplier
X-Gen
Tel: 0270 842082

N-RATING

VISUALS 51
Better-than-average backgrounds but bad animation and sprites

SONICS 45
Nice but annoying intro tune, appalling FX

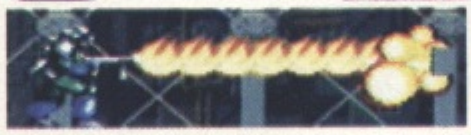
PLAYABILITY 40
Far too hard, enough to make you chuck it out after a couple of goes

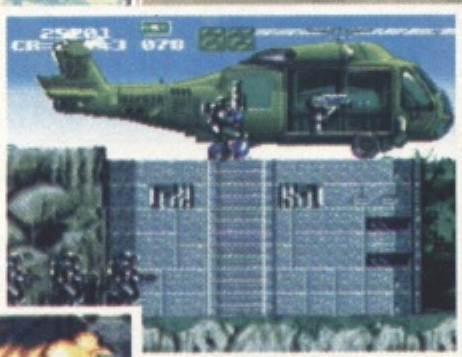
LASTABILITY 39
Not enough variation and far too frustrating to last long

FORCE 48
If I had spent money on this I would want it back — prono!









The chopper's great — mass destruction all round!

FORCE FAX



Try to get the bazooka as soon as possible. It's one of the most powerful weapons and can take out whole groups of alien commandos.





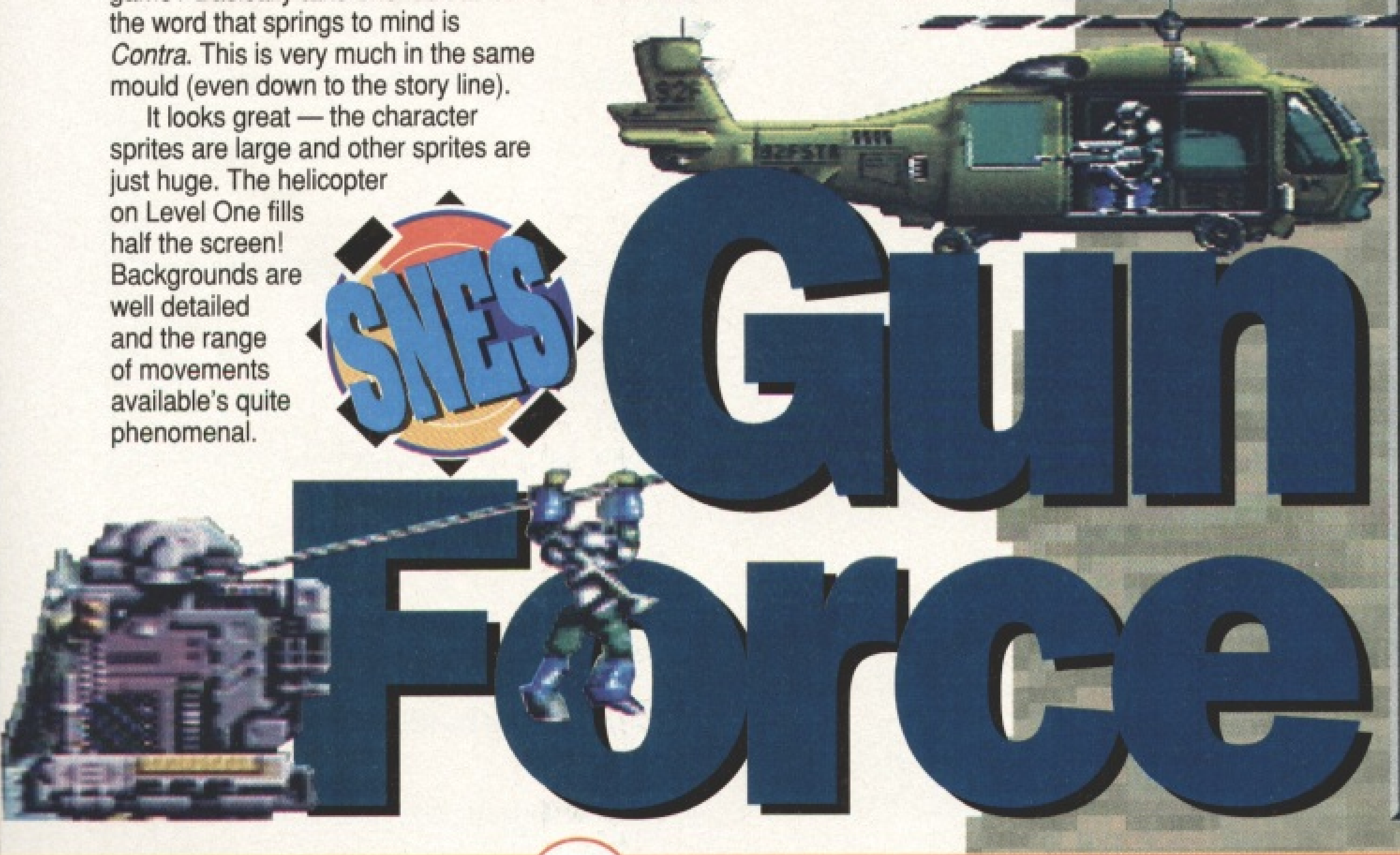
What's that helicopter doing parked on CARL's front lawn? Looks like he's off to save the world again — or is he just a poser with a big chopper?



Blast the dudes on the cliff top if you want to survive.



SNES Gun Force



Hey! Guess what? The Earth's being invaded by Alien commandos. What? Not again! Yes gentle reader, I'm afraid so, yet another 'original' SNES game wings its way toward you in the shape of *Gun Force*.

Come on guys get with it, old mother Earth's been intruded upon more times than France! Why is it that we're the natural stop-off point for any passing extra terrestrials fancying a bit of interplanetary warfare to kill time while waiting for the galactic RAC to come out and fix their space ship's fan belt! Thanks to the SNES, Earth's now had a worse invasion record than the pitch at Highbury!

Techno-destruction

Okay, gripe over, what about the game? Basically take one look at it and the word that springs to mind is *Contra*. This is very much in the same mould (even down to the story line).

It looks great — the character sprites are large and other sprites are just huge. The helicopter on Level One fills half the screen! Backgrounds are well detailed and the range of movements available's quite phenomenal.

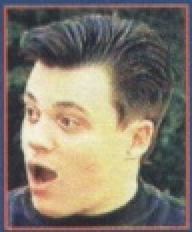
However, with so much going on, especially in the two-player simultaneous mode, the slow-down is cringe-inducing!

It's been a long time since I've seen a game suffer this badly and unfortunately it takes masses away from the gameplay. Other than that it's too easy and lacks levels with only five to blast your way through.

Add to this the mass of power-ups and the weapons on many of the vehicles you get to ride in, and throw in two players with up to 12 lives each and the result is a game you should finish pretty quickly.

Gun Force is graphically very superior, but more attention should have been paid to the speed and difficulty of the gameplay — it's just too easy. Easy on the nose but no Channel No. 5!

CARL 71%



Hey! It's another one of those shooty games with lots of people dying and no blood anywhere. That's realistic isn't it? Of course it's even worse when all the action passes by in slow motion too! *Gun Force* would be a really excellent shoot-'em-up if it had been a little faster. It's full of brilliant graphics and animation with military vehicles that can actually be jumped on and used. Unfortunately the speed problem will soon have you packing it neatly back in its box! Worth a look, nothing special. **NICK 69%**

■ Producer
Irem
■ Players
1 or 2
■ Price
£39.99
■ Supplier
Playtime



N-RATING

Category	Comment	Score
VISUALS	Huge sprites but not enough use of the SNES hardware	83
SONICS	Limited punchy tunes, realistic but annoying screams when you die	72
PLAYABILITY	Real easy to get into, and easy to get killed if you're not careful!	86
LASTABILITY	Quite challenging to start with but too simple after a while	69
FORCE	One of the best looking games of this type!	70



Vroom, vroom! It's time to tear up the flat top and burn some rubber with our very own CARL-os fandango and his super wide wheels.

Start your engines and hang on tight for the ride of your life through sand, mud, water and over enormous dunes. Yep, *Super Off Road* has arrived full force on the Game Boy.

As in the SNES version, you battle it out with three other trucks over varied tracks in eight countries. It's a shame the tracks keep repeating though (bit like radishes from hell!)

But first off, take a visit to the spares shop where a selection of goodies await you. Choose from nitros, extra acceleration, better tyres, higher top speed and better suspension.

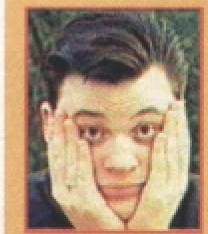
Catch the cash

You start the game with $100,000 and four lives — winning a race earns you $150,000, coming second and third nets you $100,000 and $50,000 respectively but come fourth and you lose a life.

Now here's the odd bit. Finishing fourth may cost you a life but you get $100,000 at the start of the next race! So drive carefully to pick up the power-ups scattered about the tracks (extra nitros and cash bonuses), build up your car over the first three races and you should be able to beat the competition and stay in the top three for the duration of the game.

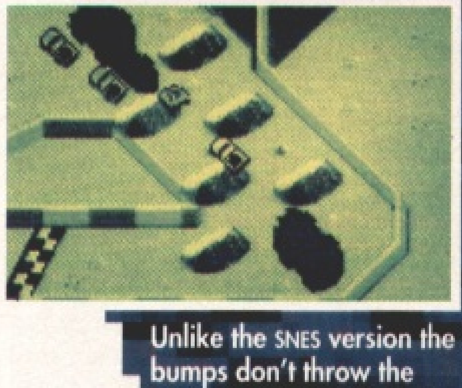
So much for the tactics, how does it play? Frankly, it's awful. Sprites are tiny and ill-defined, gameplay's repetitive, controls slow and sluggish and collision detection appalling.

The SNES version was bad, but this is dire. It could have been a better-than-average racer but yet again it looks like poor play testing's let another bad one through the net. **CARL 26%**

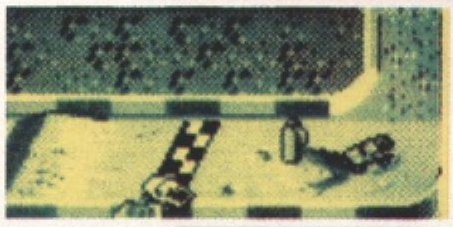


I was looking forward to playing the hand-held version of this game — I loved it on the SNES. There are some improvements over the SNES game — it's been expanded for the smaller screen and instead of racing around a static background the whole track scrolls to keep up with the action.

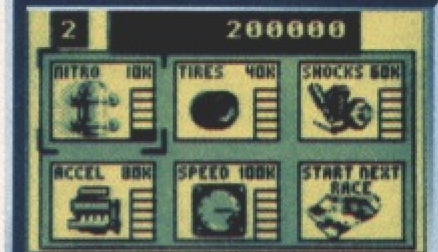
However, the fiddly gameplay of *Super Off Road* does not suit the Game Boy — the whole concept doesn't really work here. Topsy-turvy animation still looks great but I'm afraid it's not a game I could play for long. NICK 59%



Unlike the SNES version the bumps don't throw the truck about that much.



FORCE FAX



Take your time in the first two or three races picking up as many power-ups as you can — and then spend cash wisely buying parts for your truck.

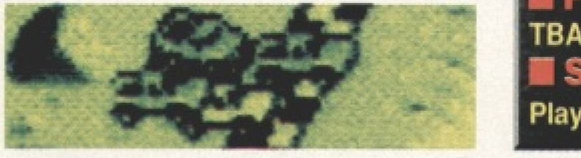


Super Off Road

BOY

- **Producer** Tradewest
- **Players** 1
- **Price** TBA
- **Supplier** Playtime









N-RATING

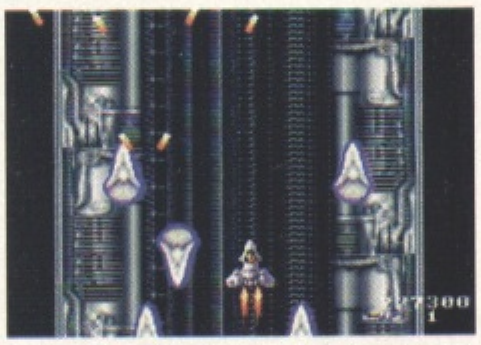
VISUALS	Nice track scrolling and animation but generally way below par	49
SONICS	Very poor — makes Des O'connor sound great!	33
PLAYABILITY	Awkward left/right control plus narrow tracks mean frustration	39
LASTABILITY	Repeated tracks won't keep the drivers begging for more	44
FORCE	A fiddly game that doesn't work on the small screen	42



NICK certainly ain't no acrobat, but when it comes to his mission in life he knows what to do... go down the pub!







It had to happen. The Earth finally went kaboom taking most of the human race with it. In a desperate bid to save themselves the remaining humans all troddled off to Mars and started again, leaving just a bio-computer and Jim Bowen back on Earth to repair all the damage.

You get a funny feeling that other beings don't like us humans! As soon as the explorers arrived on Mars the planet was attacked by strange flying objects. Now this new planet has to be saved by a special dog fighting task force, codenamed the *Acrobat Mission*.

Big show off!

Well that highly-original scenario's great isn't it? Pity about the game though. It's just another of those trashy Japanese shoot-'em-ups with nothing special to show off at all! SNES fiends have grown to expect amazing 3D backgrounds, sophisticated space ships and oodles of power-ups to collect and blast at the enemy.

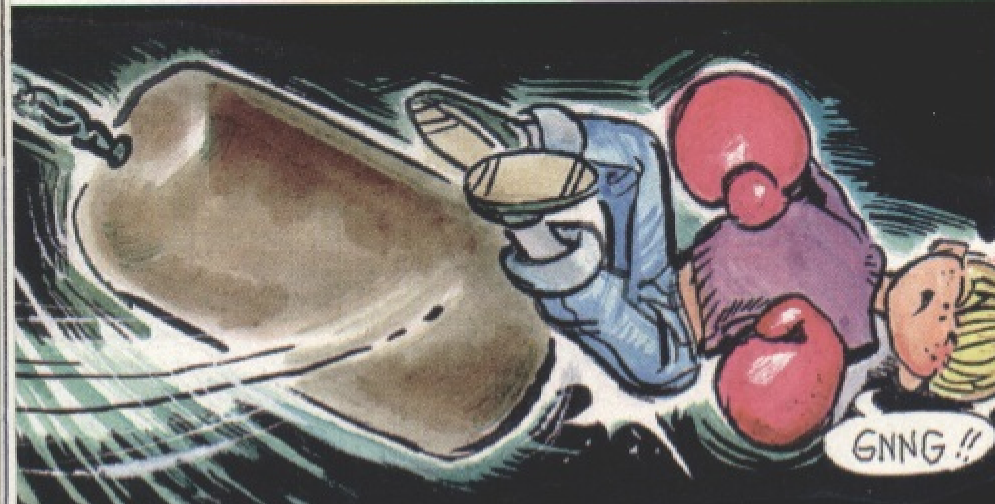
Acrobat Mission has three different weapons with hardly any enhancements. The graphics are nothing special with geometric aliens and bosses to fight and the odd nice background to view — great! Your usual arcade sound effects blast out of the speakers — boom, boom and the odd warbling sound — greater!

Shoot-'em-ups are such a bland game type in the first place, to come across one with nothing we haven't seen before is pure boring. If you want a fun blast then take a look at the likes of *Parodious*. ***NICK 60%***

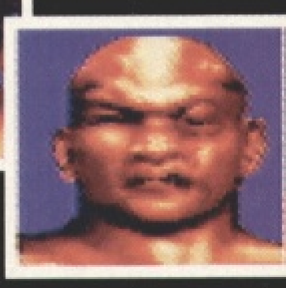




Acrobat Missio

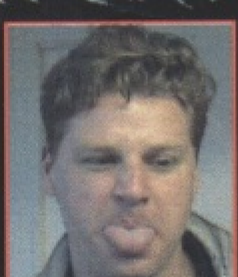






George's a bit of a vegetarian — he's got a cauliflower ear, a jelly nose and thick swede!





Forget Rocky Balboa — the closest CHRIS has been to the Italian Stallion is that time he went for a donkey ride on Blackpool beach.



He's back, he's bad and he's bald — and this is the biggest steaming pile of cack I've had the misfortune to play in ages.

Being a complete sports freak I couldn't wait to get the gloves on, crack some skulls and go a few rounds with the roughest and toughest fighters in the business. What a let down!

The sprites are terribly cut out, badly pixelated and George can't move — I know he's 18 stone but he could at least waddle around the ring! With only four punches to choose from, there's not much scope for variety. The use of the [L] and [R] buttons to control punches is a sensible idea but limiting.

You spill my pint?

In one- and two-player mode George has three rounds, each lasting three minutes, to beat an opponent. Energy levels are represented by damage meters depicting boxers' faces. Each blow disfigures the fighter's face, so after a couple of good hits he looks like the Elephant Man.

When a fighter's energy is depleted, he crashes to the canvas like a sack of steel spuds. A bout's won if either player's counted out by the referee, knocked down four times during the fight, three times in one round, or awarded the judges decision on account of smacking the other guy's swede more times.

Below the belt

In one-player mode, work your way through the ranks of hungry contenders in search of the elusive heavyweight title. It's a great scenario let down by one tiny detail — the first opponent is virtually impossible to get past!

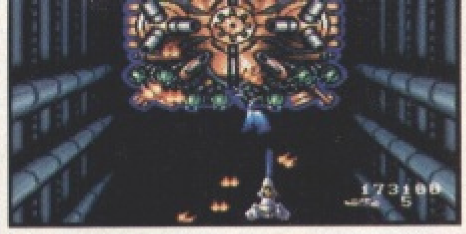
Out-punching Lorenzo Luciano 3-1 on the judge's score card's no problem, yet a couple of seemingly harmless punches and you as Georgie boy are rolling around on the canvas seeing stars. There's no consistency in the amount of damage each fighter receives from a standard blow.

Not only has Foreman got a jaw with more glass than the Blue Peter greenhouse, he loses loads of energy everytime he throws a punch.

Take my word for it, this is one sports simulation to avoid. Apart from some stunning sampled speech it has nothing to offer fight fans.

CHRIS 45%







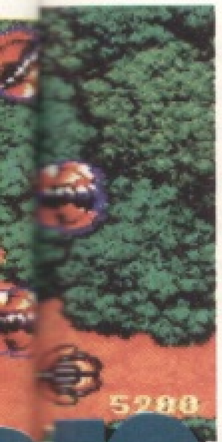
Starting the mission with nowt but a tin opener!

FORCE FAX

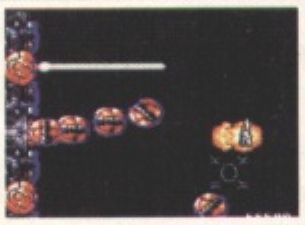


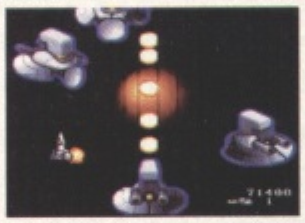
The power-up box pops up every few seconds. Once you have a good weapon powered-up stay well away from it — collect the other weapon you'll be back to square one.

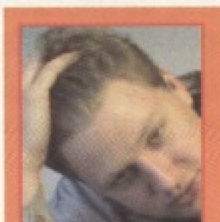




Power-up each weapon by holding down the fire button. You can then do a mega-blast!







Originality! It's a key word in the games industry. Unfortunately it's the one quality *Acrobat Mission* is sadly lacking. The graphics and pulsating soundtrack work well but the overall impression is this is another average shoot-'em-up! Playability's good (apart from an infuriating swan dive when your ship gets hit!) although the unlimited continues detract from the challenge. All in all a very average game — the major fault being you've probably seen it all before. Look for your thrills elsewhere!

CHRIS 70%

on

■ **Producer**
Tichiku
■ **Players**
1
■ **Price**
TBA
■ **Supplier**
X-Gen Tel: 0270 842082



N-RATING

VISUALS 68
Nicely shaded backgrounds but bland and boring sprites

SONICS 65
Dodgy arcade-type effects with some average tunes

PLAYABILITY 62
The usual shatter-the-aliens levels and then bop the bosses

LASTABILITY 48
Play through a couple of levels and you're quite sad

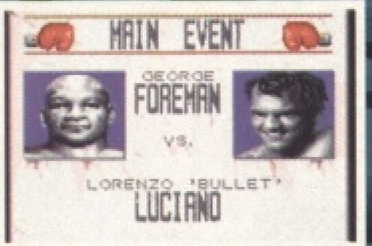
FORCE 65
It's another trashy shoot-'em-up from Japan!

George Foreman's Boxing

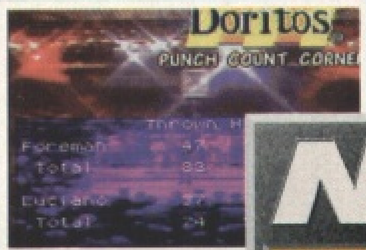


If you like boxing then be advised — this game's nothing like boxing! It has less good points than Jeremy Paxman only the digitised speech and photos of the fighters save this from a catastrophe. Sonic FX sound like someone being slapped with a wet haddock, you can't move around the ring (yes folks — this is the first boxing match where the fighters are nailed to the floor), there is a lack of variation in punches and the character sprites look bad. Basically the whole game smells — a real peg on the nose job this.

CARL 36%

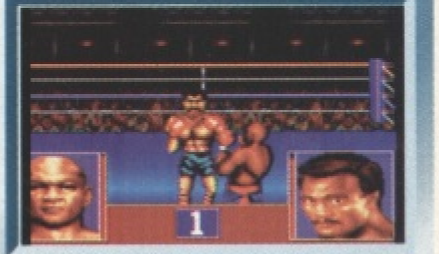


It's show-time! George gets ready to take on his first opponent



Over to the judge's scorecard for a blow by blow run down of the round. If you're losing, try a bribe — 50p do?!

FORCE FAX



A red glove in the top left of the screen means you've being doing well and have been given a super punch to use. Press [B] to unleash this deadly attack!

■ **Producer**
Acclaim
■ **Players**
1 or 2
■ **Price**
£45.00
■ **Supplier**
X-Gen



N-RATING

VISUALS 55
Appallingly bad cut out sprites but some good between game screens

SONICS 85
Sampled speech and sounds are the highlight of this game

PLAYABILITY 40
Difficulty setting's ridiculously hard and controls are limited

LASTABILITY 40
One or two bouts is enough to put you off for life

FORCE 45
A prize turkey — avoid this like the plague!

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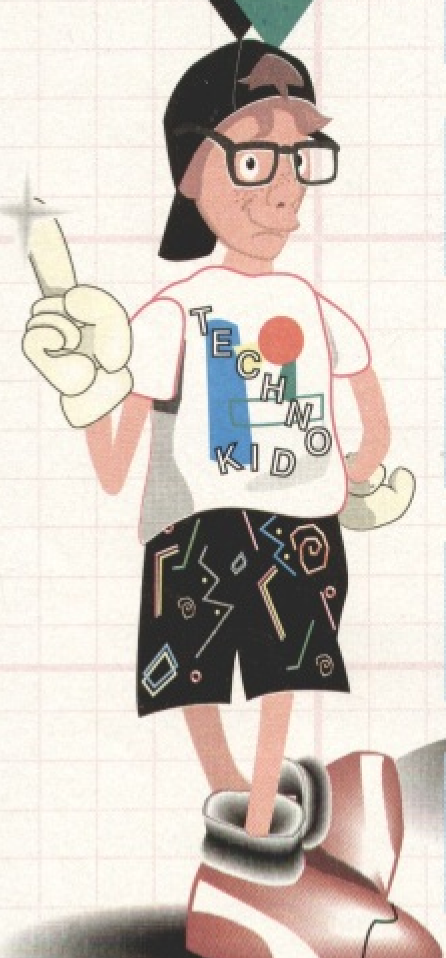
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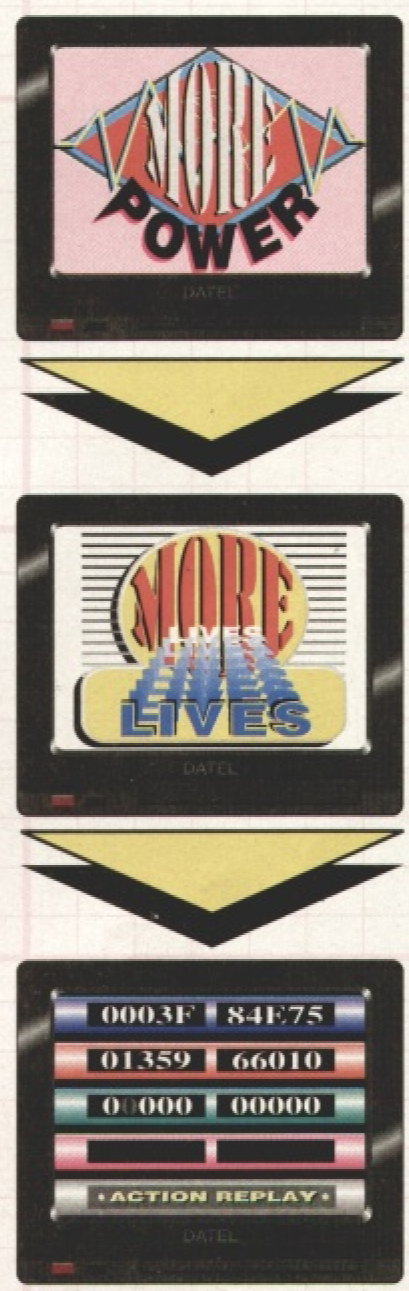
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Prize winners!

Oi! Yes you! Is your name in this column? If it is you've very likely won a prize — so give it a good scoping — you never know!

Fold-out viewing

Hello Andrew, yes that's right, you — **Andrew Gresham of Bramhall, Stockport, Cheshire.** How are you doing?

We at N-FORCE would just like to know what that bloody great big glass-type pyramid by your train station is. We've been taking bets here and the most popular suggestion is that it's the Masonic conference centre and creche. If you could drop us a line and let us know we'd appreciate it.

Oh, by the way, you've won that Philips Book TV from Issue 3 and we'll let you know how to claim your prize. Not bad eh?

Oodles of adaptors!

Hey you bunch! Put down those joypads and put your ears on because the lucky lot below are all winners of the Super Adaptor compo.

If your name is one of those listed we'll be in touch. Bad luck if you're not one of the winners but keep on trying because we give away £1000's in N-FORCE, and next month is no exception.

Mathew Higgs, East Sheen, London.
David Barton, Dormansland, Surrey.
Mr S. Duffy, Middlesbrough, Cleveland.
Sean Collier, Washington, Tyne & Wear.
Daniel Sicka, London.
Anthony Ryan, Manchester.
Mattew Davis, Somerset.
Paul Rooker, Birmingham.
Mr P. Symonds, Lee London.
Luke Mather, Vakfield, Essex.
Paul James, Worcester.
Seb Aps, Kent.
Simon Green, Birmingham.
Martin Freed, Herts.
Stephen Chan, Huddersfield.
What's your name anyway, Gateshead, Tyne & Wear.
Edward Lewis, Abergavenny, Gwent.
Mrs J Grzesik, Jordanthorpe, Sheffield.
Abbey Normal, Bilton Rugby, Warwickshire.
Jonathon Wacle, Kendal, Cumbria.
Philip Cottier, Clitheroe, Lancs.
Wayne Lucas, Stockport, Cheshire.
David Nesbitt, Monmouth, Gwent.
Jon Sendel, Batemoor, Sheffield.

Cheers me cockers!

A big thanks to six special N-FORCE readers who helped us with a mini-survey one evening last month. It's good to see you guys are right behind your favourite games mag — well done dudes!

Andrew Cobb, Weaverham, Cheshire; Matthew Bailey, Woolston, Southampton; Kevin Sandiford, Litherland, Liverpool; Justin King, Tacolneston, East Anglia; Paul Paylor, Cheylesmore, Coventry; Robert Smith, Rawdon, W. Yorkshire.

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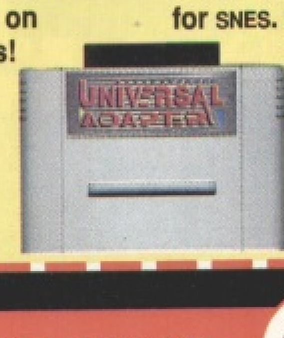
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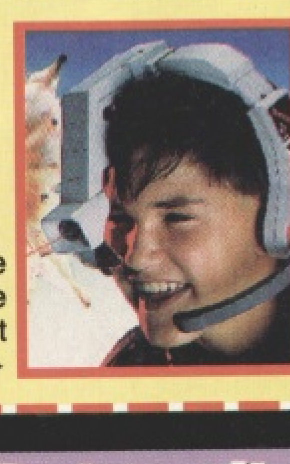
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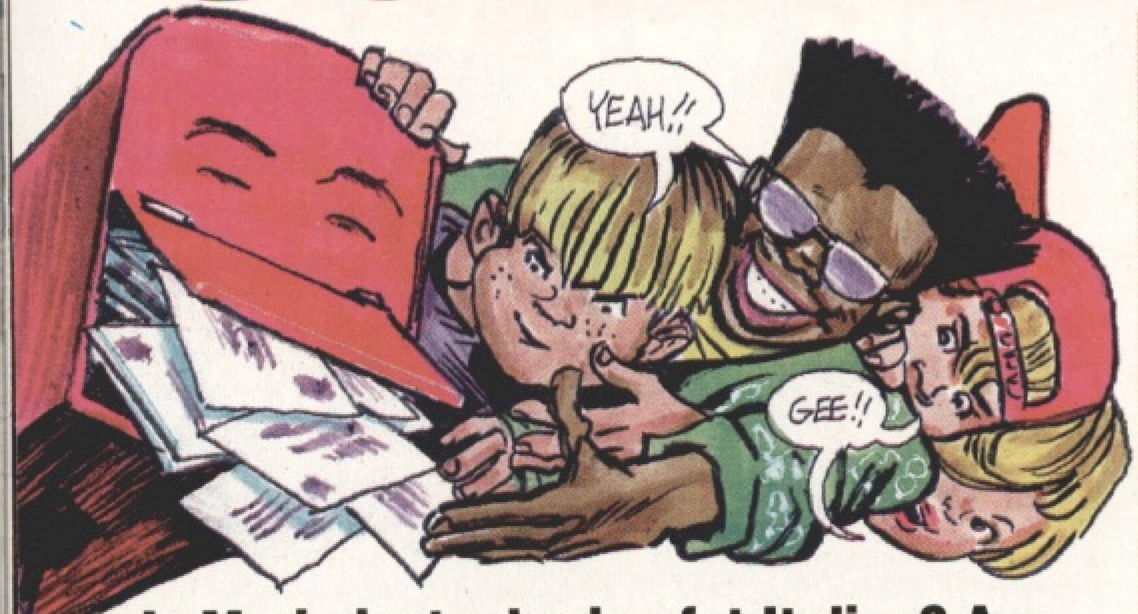
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Junk Mail



Is Mario just a boring fat Italian? Are Mega Drive owners really as sad as they seem? Should Albanian goat herders wear fluro boxer shorts and designer sneakers? If you've got a view or gripe about anything, Junk Mail is the place to air it. So go on, sharpen that pencil...

Stop that squabbling

I'm pretty lucky by having a SNES, Mega Drive, Amiga and Game Boy, but it's due to a lot of hard work and saving. I think people should be grateful to have a console at all and stop arguing like spoilt brats saying which is best!
■ *CA Williams, Ormskirk, Lancs*

Mega cheap!

Can you please tell me why the Mega Drive is much cheaper than the SNES and why are Mega Drive games (spit! spit! spit!) much cheaper than SNES games?
■ *Sean McCann, Cookstown, Nth Ireland*

■ Simply because they're not as good...



Street Fighter fantasy

I've been a fan of N-FORCE for absolutely ages — since Issue 1, in fact! And up until now I've had no reason to complain, because of the superb presentation and generally high quality of the magazine — but now I feel I must write.

When I read the *Street Fighter II* novel with Issue 4, I found it astoundingly inaccurate! It hardly screamed 'quality', let alone 'barely readable'. Take Chapter 1 for example — it's wrong!

Ryu was born and lived in Okinawa until his family of a father, mother, brother and grandfather died in a train crash. He then stowed away on a ship to Japan, where he was taken into a cave and raised with another runaway named Ken (Japanese, not American as you seem to think!)

The novel also referred to Ryu winning many world trophies. Ryu won the World Warrior trophy in 1989 and entered again in '91. Well, I could go on and point out every inaccuracy in the book, but my pen's running out!

Being a totally (aargh!) — I mean, very — un-biased reader, I'd like to see your reactions to this letter.
■ *Mr Unbiased Reader*

■ It's nice to see you're a fan and take an interest in N-FORCE and its cover books. The *Street Fighter II* book was always intended as a fictional piece (stated on Page 6), as is the game and the many myths surrounding it. It's unfortunate you found it 'barely readable' — we've had a great response from it and a

Letter of the month!



I'm a very proud owner of an NES and I've bought all of your issues so far. Recently though, reviews for the NES have got fewer and fewer.

In the September issue you had six reviews for the NES, and your October issue had three reviews — and two of those were only one page. In the same issue there were 13 reviews for the SNES, most a two-page spread.

You said in the October issue that we shouldn't turn our back on the NES and you even said you're dedicated to keeping ALL the Nintendo machines alive and kicking. I'm so annoyed that I may stop buying your magazine.

■ ***Craig Cook, Bolton***

■ **Hopefully this issue will change your mind! There are six NES reviews (one a three-pager) and a big feature on the NES market in our news section. We meant what we said about keeping all Nintendo machines alive and kicking — it's just the games companies didn't bring out a lot of new NES games in the last part of this year. But we won't let 'em forget about you — don't worry about that!**

number of calls to do another. Feel free to give Chris 'Ace' Rice, the author, a call at N-FORCE — he's also a great *Street Fighter II* fan!

It's just not fair!

Last Christmas me and my sister got an NES for part of our Christmas present.

It was great for the first three days, but then I got a Game Boy for my birthday. Now my two selfish sisters won't let me play my NES that much and I have to buy my own games, so I hardly have any!

Don't you think it's unfair that because I've got a Game Boy they won't let me play my NES?

■ *Umber Malik, Cricklewood, London*

■ **Yes, and tell them we said so...**

Mario mad!

I saw an ad in my favourite mag (N-FORCE) that was selling *Super Mario Bros 3* with the NES. I saved until I had £35.

Then for some reason, my dad borrowed the money and I've not got it back yet. This happened three weeks ago. Please help me, what can I do?!

■ *Andrew Gorman, Grantham, Lincs*

■ **Start charging him interest.**

Prettier pictures please!

Your magazine's great. But the screenshots could be better (eg, In Issue 1 the pictures for *Street Fighter II* look a bit awful). But the rest of your magazine's... GREAT!!!

Print this letter, because I'm sure other readers agree.

■ *Luke-Dam Joe Bickers, Chae-Gap*

If the price is right...

For the past few months my son has become an avid reader of your magazine and saves up his pocket money to buy it each month. He normally expects to pay £1.95 for a copy.

However, on purchasing the October edition he had to pay £2.25. It appears the 'free' *Tips Force* booklet used as a selling point, had in fact cost 30p. Upon further examination this transpired to be the case, as the bar-coded label (which had the original price of £1.95) had been oversealed with a new label!

To encourage children to buy your magazine with truly free gifts or individuality is indeed acceptable. To cheat children, and thereby parents, to increase circulation is not!

I await your comments with interest.

■ *S Philpott, Woolwell, Plymouth*

■ **Our price would have increased anyway. We now have more pages and a better and brighter mag. That, together with other commercial considerations, is the reason N-FORCE now costs £2.25. Unfortunately the increase coincided with the *Street Fighter II* book. We hope your son still finds N-FORCE and its cover gifts good value, despite the general 30p increase — our only intention is to provide him and thousands of other gamesplayers with a top magazine.**

Another fan...

I think N-FORCE is great, smashing, super, especially your cover gifts.

Bigger boys...

Your mag's a brilliant read, crammed with quality stuff. I have a Game Boy and I'm very happy with the reviews, previews and news that you've done.

What I want to know is why don't you do double page reviews for the Game Boy? You only do them for the NES and SNES — the only time you did one was *Castelian* and that was for both the Game Boy and the NES.

■ ***Faisal Bachlani***

■ **You're wish is our command — turn to page 36, and keep reading N-FORCE!**

Say What?!

I have just two suggestions. Have more pages and put down Sega more often — they deserve it!
■ ***John Purnell-Webb, Sydney, Australia***

Please, please, please send me a photo of Clam (signed if possible)! She's gorgeous...
■ ***Guy Blankhart, Gwynedd, N Wales***

The novel of *Street Fighter II* and the tips book was brilliant — I hope you do another one.
■ ***David Tems, Bury, Lancs***

I am selling my Mega Drive to buy an SNES, which I think is much better.
■ ***James Dowling, Streakley, Berks***

Is the SNES 16-bit or what? I heard rumours that it isn't.
■ ***Daniel Williams, Alkmaor, The Netherlands***

I think your cover illustrations are superb — keep on gaming!
■ ***Robin Brady, Torquay, Devon***

I think your mag is the best, but I find it hard to get it in Ireland.
■ ***David Brady***

Let me say what a cool job you guys are doing on behalf of all Nintendo fiends.
■ ***Louisa Lewis, Hounslow, Middlesex***

Give Marshal a rise, The Yank Tank's the best feature in the mag.
■ ***Ian Trushell, Grimsby, S Humberside***

I've completed *Super Mario World* twice in three days. Is it me, or is it too easy?
■ ***C Sanderson, Wythenshawe, Manchester***

Best wishes, and keep up the great reviews etc.
■ ***Martin Conroy, W Yorks***

I really need a new T-shirt, after spending three-and-a-half months in the same T-shirt.
■ ***Kevin Gannon, Dublin***

I would like to say your mag is brilliant.
■ ***Ian Palmer, Westham, London***

Please excuse me for not using your card, but my brother ripped it.
■ ***John Purnell-Webb, Sydney, Australia***

Tell Gunns to get a water pistol — it's much safer.
■ ***Andy Hosell, Aberystwyth, Dyfed***

If your screenshots get any darker you'll have to give away a torch on the cover!
■ ***Martin Wilson, West Drayton, Middlesex***

How can your reviews refer to games as 'good value' and 'cheap' when my son asks me for £40 a time to buy them?
■ ***Mrs P Austin, Livingstone, Scotland***

If the Sega Mega Drive is so good how come you can't get ANY of the Mario games for it?
■ ***Sean Mitchell, Cork, Ireland***

I think you should be able to swap your NES for a SNES by just paying the difference.
■ ***Fiona Hamilton, Putney, London***

Your mag's brilliant — except there isn't enough for my Game Boy!
■ ***Stephen Carrick, Macclesfield, Cheshire***

Sometimes N-FORCE is a little bit too rude. It isn't big and it isn't clever!
■ ***Darren Southam, Harrow, London***

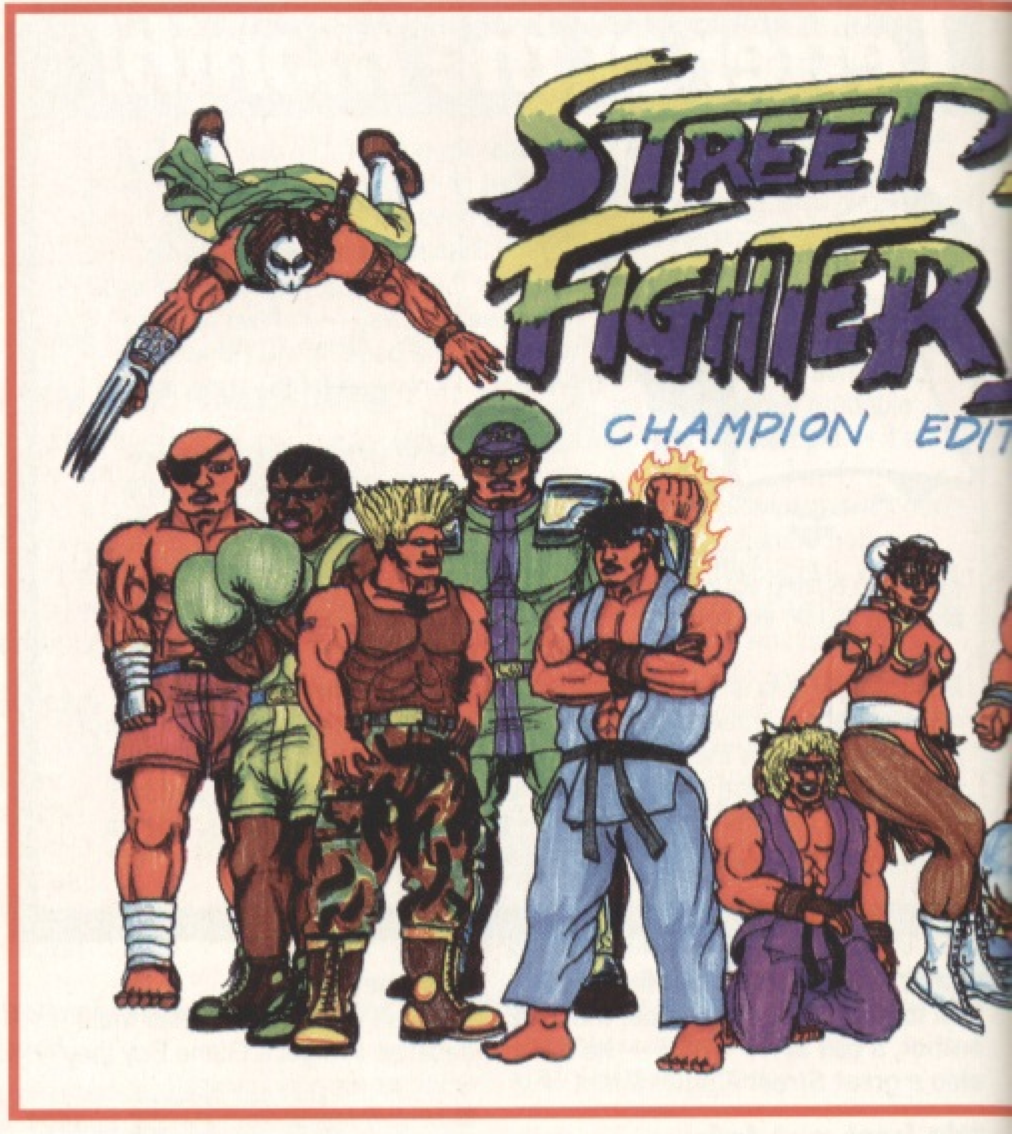
I hope *Street Fighter II* is worth the wait after all the hype.
■ ***Brian Cuthbert, Hereford, Shropshire***

Will the colour Game Boy be a small version of the SNES or just a cut-down NES?
■ ***Mike Anderton, Knightswood, Glasgow***

My dad likes N-FORCE so much I hardly ever get a chance to read it in peace!
■ ***Antony Somerfield, Notting Hill, London***

It's a shame N-FORCE isn't twice the size it is because then it would be much bigger than now.
■ ***Matthew Smith, Bollington, Cheshire***

I wish you guys would do some Mega Drive reviews from time to time.
■ ***Dirk White, Harrow***



It's the gang! All the Street Fighter II dudes by Guy Blankhart of Gwynedd, North Wales. Congrats — you've won yourself a stonking new N-FORCE T-shirt!

While you are giving away tips books other crappy mags are giving away postcards and sunglasses. Your crew are great and very helpful. I think you should dedicate less pages to reviews but that's my only complaint. Congratulations on not putting too many advertisements in your mag. Some other mags have about 20 pages dedicated to advertisements. Keep up the good work on your mag.
■ *Carl Butten*

■ **Thanks matey — the cheque's in the post!**

Yankee Doodle!

I read your Issue 5 review of *North and South* today and I don't agree that a game like that should get such a low mark.

I have played it on the Spectrum and am a great fan of the game, so you can imagine how disappointed I was to find that Gunns didn't like it.

Maybe it's a bit different on the NES, but the whole concept behind *North and South* is really good and original. What upset me is that Flunky said the game was just plain boring, and that Gunns said it was way off the mark. I



James Dowling of Streakley, Berkshire, has the right idea. For his assistance in hedgehog control, we're sending him a signed copy of this very mag...



know I'm at a bit of a disadvantage not having played it yet, but I'm going to be very keen to when it comes out.
■ *Mark Watson, Aberdeen, Scotland*

■ We're sorry you feel this way. Gunns (Carl) is an experienced reviewer, plays lots of games in a month and just didn't like this version of *North & South*. Nick, on the other hand, thought it was OK but still nothing special. It's a matter of personal taste, and we always try to tell readers how we really feel about a game. Play it yourself and see!

Send your letters to Junk Mail, N-FORCE, Europress Impact, Ludlow, Shropshire SY8 1JW. Shorter letters, and those with joined-up writing, are more likely to be used. Remember to include your name, address, phone number and nice photo of your face.

What's your problem!



Fret no more because NICK ROBERTS — the walking Nintendo encyclopedia — is here to answer your questions. Send all your queries to: Shady Character, N-FORCE, Europress Impact, Ludlow, Shropshire SY8 1JW.

Battery bums

1. My 'Gamemaster' US/Jap/UK convertor for my SNES doesn't save games which have battery back-up. Please print a list of such games, so I don't waste my money.

2.What's the best cute platform game (excluding *Mario*) on the SNES?

3. Is SNES *Lemmings* exactly the same as the Amiga version, or does it have new levels?
■ *Adam Porter, Wantage, Oxon*

■ 1. Lots of games use a battery to save positions and high scores. Some of the more popular are *Super Mario World*, *Super Mario Kart*, *Legend Of Zelda*, *Extra Innings*, *Sim City*, *Actraiser* and *F1 Exhaust Heat*.

2. Other great platform games besides our Italian plummer friend are *Dinosaurs*, *The Addams Family*, *Tiny Toon Adventures* and *Spanky's Quest*.

3. SNES *Lemmings* looks identical to the Amiga version but has a great animation sequence the piddly home computer didn't have!

Pit your wits

In your September issue of N-FORCE on Page 26 you had a preview of *Nigel Mansell's World Championship* which is released in October.

I want to know whether the SNES version has a pit lane. I hope you can answer my question.
■ *James Height, Shepton Mallet, Somerset*

■ Yes.



Game Boy gagging

1. You said you had seen the colour Game Boy. Is it the same shape as the other one?

2. Will you be able to use the same accessories on the colour Game Boy that you did on the other Game Boy, such as the rechargeable battery pack and the Nuby Gamelight Plus?

3. When will there be extra controllers for the SNES available, such as the Ascii Pad?

4. I have heard that the arcade version of *Terminator 2* is coming out. Will you be able to use the Super Scope with this or will it be a controller game?

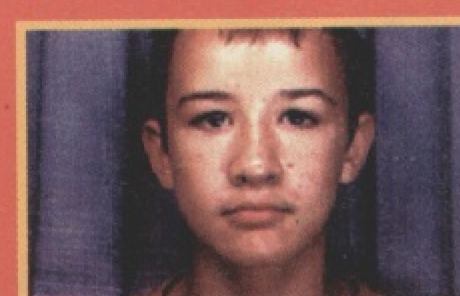
5. Am I right in saying that when the Super NES CD-ROM comes out you'll only be able to use it with the SNES because of the cartridge that holds all the important bits?
■ *David Tems, Bury, Lancs*

■ 1. Apparantly the colour Game Boy is exactly the same shape as the normal one so all the accessories are bound to work.

3. There are lots of new SNES joypads on the market now. Look out for a feature on them soon.

4. I doubt whether the new *T2* game will use the Super Scope — the programmers are much more likely to stick to the control pad method. It's about time there were some good games for the light gun system, though.

5. It's built to fit snuggly under the SNES so can only work with this console. You should be able to play your own music CDs in it, though, so don't buy that new hi-fi just yet!



Wanna fight?

This is the first time I've written a letter to a magazine, so I would be grateful if you could answer my question:

In Issue 2 of your totally brilliant mag you said there'd be a *Final Fight 3* for the SNES with all characters, two-player mode and all levels. But in Issue 24 of *Mean Machines*, Jazz (their Ed) said 'no' to a question asking this — so is it coming out or not?
■ *Andrew Martin, Winchmore Hill, London*

■ What does he know, eh?! Sources close to Capcom have told us *Final Fight 3* will appear in Japan with all the bits and pieces we described in 1993.

Hyper-Zone

The pick of the crop, the créme de la créme, the pinnacle of games-playing excellence — they're all here in the one and only Hyper-Zone hall of fame. Read on, if you're game enough...



David Mutter, Radlett, Herts, is a great Bart fan after escaping from Camp Deadly. Well done, there's an autographed N-FORCE on its way to you!

TENNIS ■ GB ■
F Bachlani, Broadstairs, Kent
score: Level 4: beaten 6-0, 6-0, 14 times (completed).
F ZERO ■ SNES ■
Ian Palmer, Westham, London
Every lap 1st, total of 30,500 points (highest attainable).
TETRIS ■ GB ■
Mathew Freeman, Ashby-de-la-Zouch, Leicestershire
40,339 points.
F Bachlani, Broadstairs, Kent
most lines, highest score: 120,074.
James 'no way!' Smith & Dom 'big prizes' Noble
score: 391,230.
SMASH TV (NES)
John Purnell-Webb, Sydney, Australia completed
BART SIMPSON'S ESCAPE FROM CAMP DEADLY (NES)
David Mutter, Radlett, Herts
completed with score of 238535.
DUCK HUNT
Colin McGonigle, Port Glasgow, Renfrewshire
score: 700,300.
BIONIC COMMANDO ■ NES ■
John Purnell-Webb, Sydney, Australia
completed
STREET FIGHTER 11 ■ SNES ■
Billy Robinson, Chelmsford, Essex
completed on Level 7 in 28 battles with Chun Li
score: 7,384,500
John Purnell-Webb, Sydney, Australia
completed 5 characters
SUPER TENNIS ■ SNES ■
Ian Palmer, Westham, London
Completed with Matt 610 points (1st in every major tournament, 1st in three of the small tournaments, third in the Beijing Open).
SUPER MARIO WORLD ■ SNES ■
Ian Palmer, Westham, London
all 96 levels with 99 lives left.
James 'no way!' Smith & Dom 'big prize' Noble
score: 9,999,990, 99 lives, 99 stars



Matthew Wilkinson from North Yorkshire knows his Gremlins! For his effort he's won himself a spiffy N-FORCE T-shirt. Congrats!

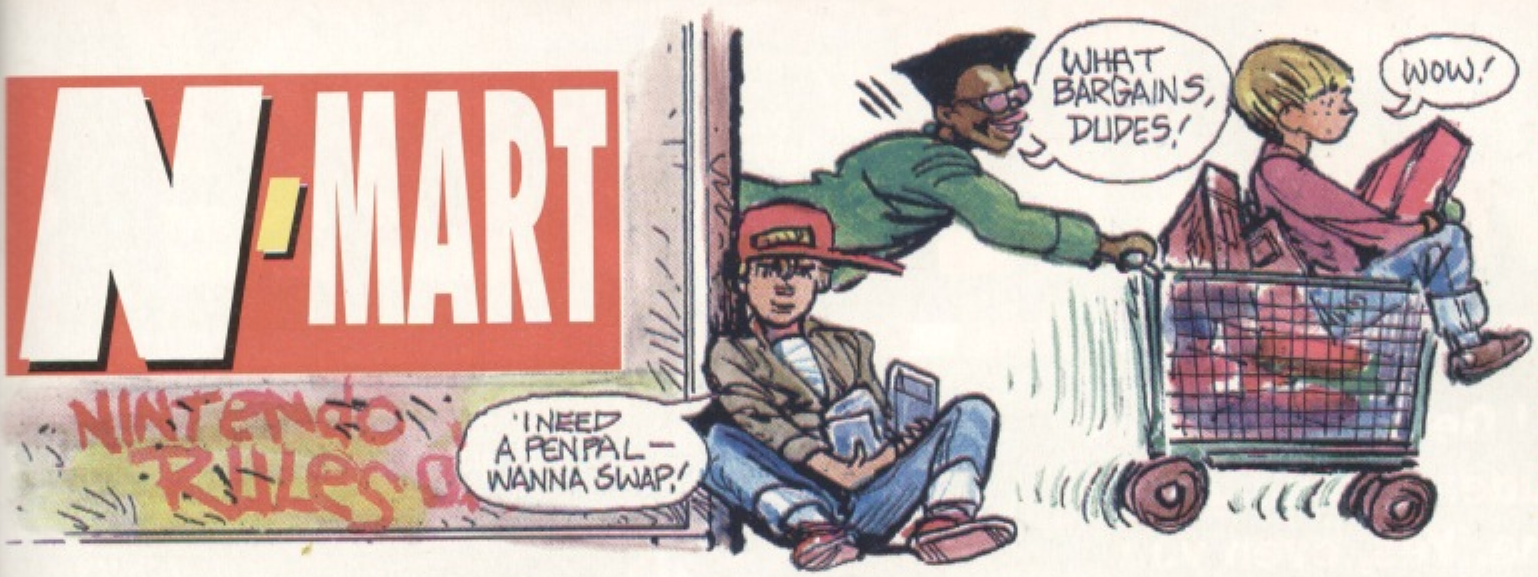
SUPER SOCCER ■ SNES ■
Ian Palmer, Westham, London
completed normal level (beat Nintendo team) and expert level (beating the Nintendo team again).
SUPER MARIO BROTHERS 2 ■ NES ■
John Purnell-Webb, Sydney, Australia
completed, 82 lives
SUPER MARIO BROTHERS ■ NES ■
John Purnell-Webb, Sydney, Australia
completed
DUCK TALES ■ NES ■
Ian Palmer, Westham, London
completed (not sure how many points)
BUGS BUNNY ■ GB ■
Ian Palmer, Westham, London
(completed).
GOLF ■ GB ■
Kevin Gannon, Dublin 18, Ireland
Total 72 53 Score -19
R TYPE ■ GB ■
David Brady, Dublin 6, Ireland
score: 108,620
SUPER MARIO BROTHERS 3 ■ NES ■
John Purnell-Webb, Sydney, Australia
completed, 99 lives 3,980,170
TENNIS ■ NES ■
John Purnell-Webb, Sydney, Australia
score: 6-0, 6-0, 6-0 - Level 5
NINTENDO WORLD CUP ■ NES ■
John Purnell-Webb, Sydney, Australia
SUPER SMASH TV ■ SNES ■
James 'no way' Smith & Dom 'big prizes' Noble
combined score of 62,562,845
GREMLINS 2 ■ GB ■
Matt Wilkinson, Knaresborough, North Yorkshire
37,000 without continues.



If you think you can match these games-playing aces, don't be modest. Send us your highest scores (with photo) to Hyper-Zone, N-FORCE, Europress Impact, Ludlow, Shropshire, SY8 1JW.

★ Free to all N-FORCE game fiends! ★

N-MART



Here it is — the games and console mart to out-mart all others! Pick up a bargain, sell those old games, find a pen pal and swap your grandma for a brand new Super NES! And don't say you can't afford to advertise, cos it's all absolutely free. So send 'em in to the N-FORCE N-Mart now!

WANTED

● **Game Boy Games,** will pay between £10 and £15. If you have any, please ring Toby on (0279) 656344 after 5pm.
● **Nintendo NES** games wanted. New Zealand Story — will offer £20, Trog — will offer £15, Rad Racer, Marble Madness — will offer £15, Tetris — will offer £12. Ring (0727) 54360.
● **Super NES-Famicom games** wanted. Phone Keith on (061) 728 1863 from 6pm — 11pm, weekdays or anytime weekends.
● **Super NES** or Super Famicom games. Looking for Gradius 3, UN Squadron, Smash TV and Super Tennis, willing to pay up to £25. Ring Peter on (0462) 677113 after 5pm please.

FOR SALE

● **Akira for the NES,** brand new, true collectors item. Probably the only one in the U.K, £50, other titles bought on holdiay in Tokyo inc. Dragonball Z11, Megamans, Fist of the Northstar, Adventure Island and many more. Phone (0242) 250134.
● **Amstrad Personel computer/Word Processor,** monitor, keyboard, printer plus software (and a couple of games!!) only £150 ono — a BARGAIN!! Phone Steve on (0743) 232971.
● **Famicom for sale.** Includes Street Fighter II and Mario 4. Power outputs, all leads, box excellent condition, £200. Phone (0799) 599348
● **Game Boy Games.** VGC and boxed, worth £25 each just £16! Simpsons, Castlevania, Batman, Hunt for Red October, Chessmaster, Bubble Bobble, Super Mario, Double Dragon. Phone (0843) 588736.
● **Game Boy with five games.** All boxed for £135 ono. Phone Richard on (081) 464 4470 after 5pm.
● **Game Boy with four games,** £100 ono. Mar system two with five games, £100 ono or swap. Mags £2 — £3 each. Tel (0223) 316896.
● **Game Boy — ten games:** Mario B.Toads, Parodius, Turtles and six others. Leads, charger, light — worth £350 plus. Only £210 or swap for Super NES and games. Call (0524) 62110 Lancaster and leave message after 6pm.
● **Game Boy console** will sell for £50, Games for £10 each. For details please phone (0432) 354004.
● **Game Boy for sale,** with four games including point of sale and an old series circuit. £120 ono. Will swap for Super Nintendo and one game. Phone Gavin on (0698) 747100.
● **Japanese animation fans/collectors.** Laserdiscs for sale, personal collection of over 260 laserdiscs — titles incl Akira (fully uncensored 4 mins extra), Patlabor, Silent Mobieus, Urotsuki Doji (x rated). Phone (0242) 250134 for more details. Pen pals wanted.
● **NES for sale** with nine games including Mario 3 amd many other top titles with two joypads and zapper. £200 or swap for Megadrive. Tel (0483) 22274.
● **NES plus nine games** for sale, mint condition worth £400, sell for £270 ono. Call Mark after 5pm on (0624) 822729.
● **NES with some top games,** one year old, boxed, vgc with advantage joystick. Buy and get computing footie mags free £120 or swap for Super Nintendo with or without games. Tel: (0964) 543021. Ask for John.
● **NES,** two joypads with Bubble Bobble, Double Dragon 2 and Super Mario 1. Cost £170, sell for £100. Rint Tristan on (0308) 22787.
● **Nintendo Action Set** for sale with eight games, including zapper gun, two joypads, MM2, SMB3, and Blades of Steel, great condition and all for £260 ono. Phone Stuart on (0753) 541234.
● **Nintendo** boxed with two joypads. Will sell for £60 ono. Phone now and ask for Nick on (0256) 397 857.
● **Nintendo Entertainment System** with six games for £130. Ring William on (091) 295 0603.
● **Nintendo Entertainment System,** two control pads and nine games. All worth more than £300 and selling for £270. Will swap for a Megadrive with at least five games. Tel: (081) 398 0890.
● **Nintendo for sale.** Good condition, £54 with turtle. Phone Bobby on (0903) 722820.
● **Nintendo NES,** six games included: SMB 2/3, Turtles, Soccer, BoyBlob, Donkey Kong. One year old only £150, boxed as new. Ring Damian between 4.30pm and 6pm weekdays on (0299) 271246.
● **Nintendo NES,** two months old with five games, including Super Mario 3, zapper gun and two controllers £160 ono. Phone Stuart on (0753) 541234 after 5pm.
● **One Nintendo NES game** for sale. Double Dragon 11 — £25, boxed with instructions, excellent condition. Please, please phone Ian on (0325) 315255. Now!
● **Practically new** Nintendo Entertainment System, still in the original box. The whole thing has hardly been used, and also includes four games, two joypads and one Maverick Two joystick. All worth £270. However, I will accept £170!! How can you refuse such an offer! Phone (0752) 403275 and ask for Craig.
● **Super Famicom** as new with two top games, still under guarantee, offers over £130. Call Philip on (0203) 412 904.
● **Super Famicom** CDROM Unit and games brand new bought on holiday in Tokyo. Street Fighter II, joystick and game Axelay, Golden Fighter, Dinosaurs, Silva Saga, Gunforce. All brand new phone (0242) 250134 or write to 10 Blackthorn End, The Lanes, Leckhampton, Cheltenham, GL53 OQB.
● **Super Nintendo games** and Megadrive games for sale, over thirty titles including Street Fighter II. Call Steven on (081) 6573716.
● **Tamiya Bear** Jawk Radio control car, hardly used. Includes control box, battery pack etc. £90 ono. Will swap for any good Lynx games. Phone Colin on (051) 4931959.
● **UK Super Nintendo.** Everything boxed with Super Mario and a UK adaptor which allows you to play Japanese and USA games on your UK machine. Tel (081) 980 0944.

SWAP

● **Hey you!** I will swap my Nintendo NES with six top title games for your Sega Mega Drive with three games. Tel Luke on (0282) 815743 after 4pm weekdays.

It costs nothing!

SECTION: for sale ❐ wanted ❐ pen pals ❐ clubs ❐ swap ❐

● N-Mart advertisements are free to everyone except businesses, companies and wobbling hard-boiled eggs. Just fill in this form (one word per box) and send it into N-MART, N-FORCE, Europress Impact, Ludlow, Shropshire, SY8 1JW.

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● N-FORCE will try its best, but can't promise to put every ad in. Also, we can't take any responsibility for incorrect ads or as a result of ads placed in this section.

Next Month!



LA, LA, LA! Get those voices in tune dudes and sing this merry tune. Yes, even you lot with the sort of voice that scares the dog. Cos it's Christmas time at N-FORCE all next month...

On the first day of Christmas N-FORCE brought to me...
A gigantically large and splendidly colourful gift that's enough to make strong men cry and women faint — FANTASTICALY FREE.



On the second day of Christmas N-FORCE brought to me...
A mega exclusive look at a game starring a squirrel from Ocean that may be called *Mr Nuts* and — A HUGE, USEFUL GIFT FREE.

On the third day of Christmas N-FORCE brought to me...
The sequel to the brilliant *Addams Family* which bursts its way onto the SNES and — THE BIGGEST THING YOU'VE EVER HAD FREE.



On the fourth day of Christmas N-FORCE brought to me...
Cute, suicidal rodents with green hair, arrgh! *Lemmings* on the NES and — A TOTALLY SPLENDIFEROUS GIFT FREE.



On the fifth day of Christmas N-FORCE brought to me...
That classic space adventure that's made us all wobbly with excitement for years, *Elite* on the NES and — THE BRIGHTEST GIVE AWAY FREE.

On the sixth day of Christmas N-FORCE brought to me...
Six of the best! — wacking good platform games with Professor Nick (bend over boy!) Roberts at the head of the class and — A THICK BUT FIRM ONE FREE.

On the seventh day of Christmas N-FORCE brought to me...
The caped avenger of litter critters every where, *Toxic Crusader* on the Game Boy and — AN ENORMOUS DOOBREY FREE.

On the eighth day of Christmas N-FORCE brought to me...
The man with a hunch and a large set of very loud bells, *Super Hunchback* for the Boy and — A TWENTY POUND NOTE — NOT! FREE.

On the ninth day of Christmas N-FORCE brought to me...
Thousands of pounds in prizes, compos, give-aways and other stuff and — A WIDGIT FOR YOUR FIRKIN FREE.



On the tenth day of Christmas N-FORCE brought to me...
The definitive-ish guide to what and what not to get to waggle and poke on the hardware front and — A DAMN SPECTACULAR FREE-BEE.



On the eleventh day of Christmas N-FORCE brought to me...
Goal, the boy done brilliant, it's a game of two halves and many more dodgy footy quotes in the bumper soccer spesh and — a PAPERY THING GLUED AT THE EDGE FREE.

On the twelfth day of Christmas N-FORCE brought to me...
What! Isn't all that magnificent stuff, derived from the collective fermenting pot of our creative juices enough? No?! Well there's a — TOP QUALITY, NEVER-BEFORE-SEEN OBJECT ON THE COVER FREE (and it isn't a partridge in a pear tree!)



N-FORCE, for the twelve days of Christmas — and every other day of the year (if you're smart). On sale December 3 from any vendor worth their salt.



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SUPER NINTENDO

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GAME GEAR

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